A UBISOFT ORIGINAL

ASSASSIN'S CREED®

ROLEPLAYING GAME

LEGACY OF

MASTER ASSASSINS

UBISOFT

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A UBISOFT ORIGINAL

ASSASSIN'S CREED®

ROLEPLAYING GAME

LEGACY OF THE BROTHERHOOD

MASTER ASSASSINS

BASED ON A UBISOFT ORIGINAL

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Al Mualim: Before you go, I have a question for you.

Altaïr: Of course.

Al Mualim: What is the truth?

Altaïr: We place faith in ourselves. We see the world the way it really is, and hope that one day all mankind might see the same.

Al Mualim: What is the world then?

Altaïr: An illusion. One which we can either submit to, as most do, or transcend.

Al Mualim: What is it to transcend?

Altaïr: To recognize nothing is true and everything is permitted. That laws arise not from divinity, but reason. I understand now that our Creed does not command us to be free. It commands us to be wise.

Al Mualim: Do you see now why the Templars are a threat?

Altaïr: Whereas we would dispel the illusion, they would use it to rule.

Al Mualim: Yes. To reshape the world in an image more pleasing to them. That is why I sent you to steal their treasure. That is why I keep it locked away. And that is why you kill them. So long as even one survives, so too does their desire to create a New World Order.
Take your equipment, seek out this last man. With his death, Robert de Sablé will at last be vulnerable.

Altaïr: It will be done.

Al Mualim: Safety and peace upon you, Altaïr.

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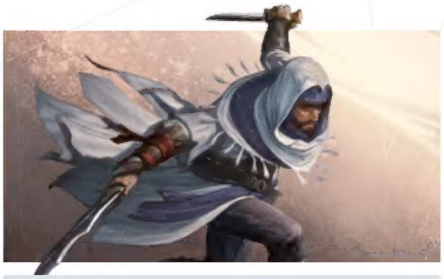

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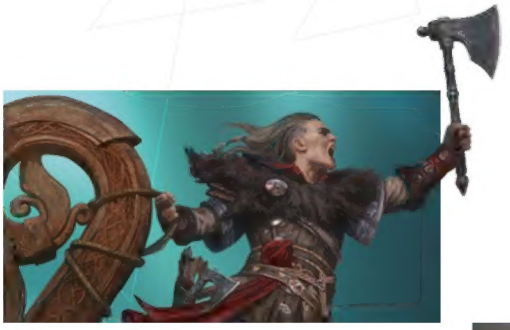

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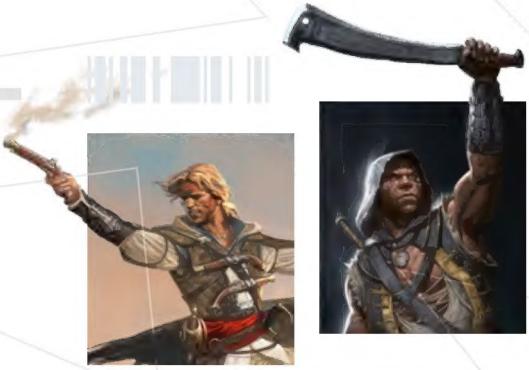

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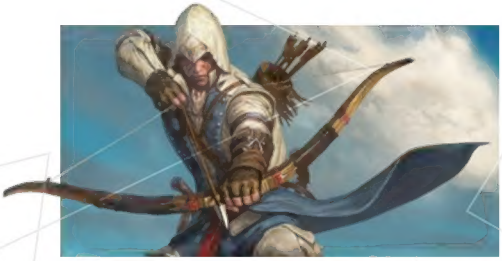

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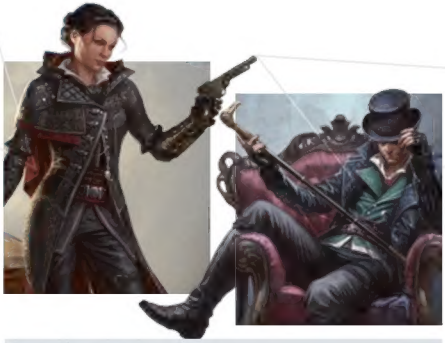

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"The historical elements of the narrative text about the Assassins and their Brotherhood are quite intriguing. It's fascinating to learn how individuals became part of this secretive organization.

There were two ways to become an Assassin in the past: being born into an Assassin family, or being actively recruited due to one's potential and skills. It's noteworthy how the Brotherhood valued lineage, allowing those born into Assassin families to begin training at a young age. This practice might have maintained a sense of continuity and preserved their traditions over time.

On the other hand, the recruitment process adds another layer of interest to the story. Imagine being sought out and identified as someone with exceptional abilities, seen as a potential asset to the Brotherhood's cause. It indicates that the Assassins sought to expand their ranks with promising individuals, potentially adding diverse skills and perspectives to their organization.

The initiation ceremony stands out as a significant rite of passage for the Assassins. It marks the pivotal moment when an apprentice becomes a fully fledged member of the Brotherhood. Being granted the iconic weapon, the Hidden Blade, and receiving the traditional garb, including the beaked hood, must have been a symbol of pride and belonging for the newly initiated Assassins.

It's intriguing to see how the Brotherhood evolved over time. As the guilds within the Brotherhood fragmented in the eighteenth and nineteenth centuries, the formal initiation ceremonies gradually fell out of practice. This suggests that internal dynamics and organizational structure changes may have influenced how they inducted new members.

Finally, the novices' journey to becoming confirmed full members adds a sense of progression and dedication to the narrative. The fact that novices operated under supervision before earning their full membership shows that the Assassins were deliberate in their approach to training and integrating new elements into their ranks. Overall, exploring the historical nuances of the Assassins and their Brotherhood sheds light on how this clandestine organization operated and adapted over time. It provides an intriguing glimpse into their secretive world and the methods they employed to strengthen their cause and uphold their principles."

- Excerpt from "The Assassin Cult and Its Evolution",
by Dr Matthew Renter

0-0 INTRODUCTION

LEGACY OF THE

"Ezio, my boy, I think it's time I show you something. This is the Sanctuary. It was built by my great grandfather to honor the memory of the Assassin Brotherhood and protect its secrets. Look around: these are the Assassins who guarded the freedom of humanity when it was most threatened."

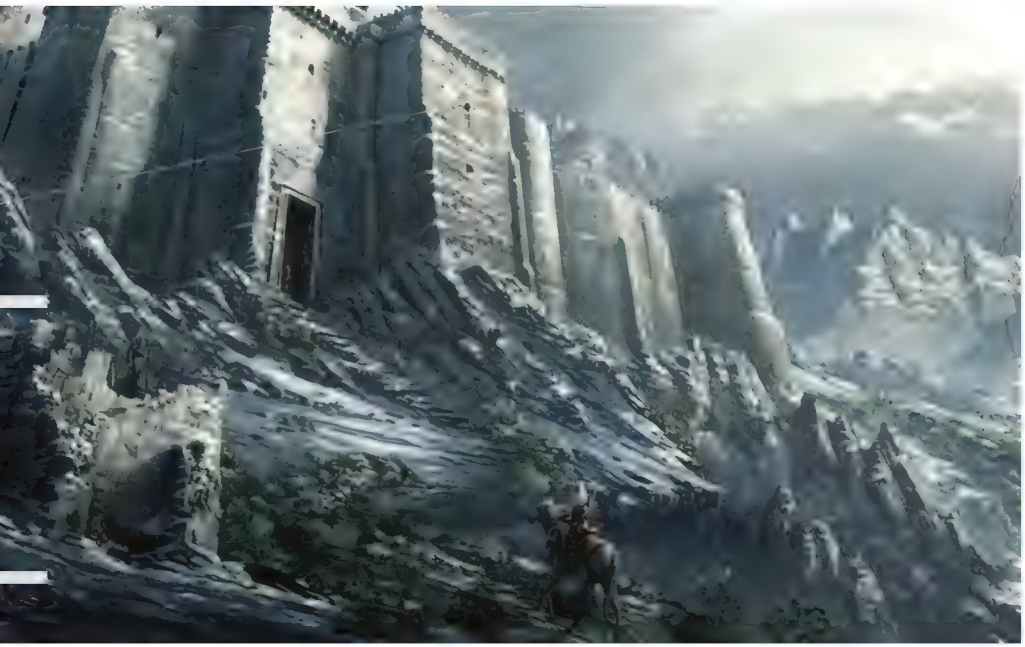
- Mario Auditore

Legacy of the Brotherhood is a compendium inspired by the most-beloved Assassins in the Ubisoft series. Over the following pages you will find eleven sections dedicated to the greatest protagonists of the saga, each containing detailed biographical information, dozens of Adventure Hooks using the same source material as inspiration, and a series of Sequences based around several Pieces of Eden.

The Sequences are structured following the same format as those included in the *Assassin's Creed RPG* corebook. Together with the Adventure Hooks, they provide enough material to run one or more standalone game sessions requiring minimal preparation from the Reader. In particular, they are especially appropriate to serve as starting points to be expanded, creating additional Sequences taking place in the same Time Frame, leading to more complex adventures focusing on a specific Piece of Eden.

In addition to being a rich compendium of game material for your *Assassin's Creed RPG*, this book is a tribute to the characters who have accompanied us all for over 15 years, letting us live action-packed stories in the fantastic and mysterious world of *Assassin's Creed®*.

Enter the Animus, Assassin. For history waits to be discovered.



MASTER ASSASSIN SEQUENCES

The Sequences and Adventure Hooks presented in this volume are designed for players who have chosen one of the famous protagonists of the Assassin's Creed series as their Descendant's Ancestor and want to play adventures dedicated to them.

However, even if the Master Assassins to which the Sequences are dedicated in terms of lore and canon are always featured in the storyline, players are not required to choose them as their Witnesses. In this case, the Reader can choose to keep the Master Assassin as an NPC, or to replace them entirely in favor of other Witnesses chosen by the players as their protagonists (in the latter case, the descriptive texts present in the Sequences will need to be adapted slightly by the Reader).

JUST LIKE THE VIDEO GAMES... OR THE COMICS, OR THE NOVELS!

The Adventure Hooks and Simulations presented in this book often reference lore items created for Assassin's Creed in many different media. For example, some of the Sequences take place after events presented in canonical novels, comics, or video games have happened. Others let you experience 'gray areas' left unexplored by a title's storyline, or revisit events already presented in other media, but from a completely different point of view.

Familiarity with the various incarnations of Assassin's Creed certainly helps, but it's not mandatory. If you'd like to know more about a particular event, cult, or character, then the Internet is your friend — there are some excellent wikis out there, containing more information than could ever be presented in a single book!

Ancient Greece
Ptolemaic Egypt
Golden Age of Baghdad
Viking Age
The Levant
II
Italian Renaissance

Ming Dynasty
Golden Age of Piracy
American Revolutionary War
French Revolution
Industrial Revolution

SECTION 1-B

KASSANDRA

"I was thrown from that mountain. My life began and ended on that mountain."

- Kassandra

"I am Kassandra, the Eagle Bearer, a descendant of King Leonidas I, the legendary Greek warrior king who once led the fierce city state of Sparta. I was raised by the Spartan General Nikolaos, who put me through the same rigorous training as my male companions and forged me into a formidable combatant. Yet, fate took an unexpected turn during a pilgrimage to the Oracle of Delphi, where my younger brother Alexios received a foreboding prophecy, destined to bring darkness upon our world.

The Spartan Ephors, adhering to the Oracle's warning, ordered Alexios' execution at the cliffs of Mount Taygetos. In a moment of instinctual defiance, I saved my brother's life, but at the cost of a venerable Spartan elder's own. Retribution followed swiftly and I, too, was cast down from that treacherous precipice.

Against all odds, I survived. I ran far from Sparta's clutches, seeking solace and a new beginning on the island of Kephallonia, a true haven on Earth for pariahs and misfits. Alone and isolated, I honed my talents and abilities and became a mercenary known as Misthios. Although I did not know its true power then, I used to wield the Spear of Leonidas, a Piece of Eden left behind by the gods themselves.

Later, the clash between the brutal Spartan ideals and the progressive values of democracy and enlightenment promoted by the Athenians became inevitable, breaking out in the tumultuous Peloponnesian War.

My journey intertwined with such an epic conflict as I sought to reunite with my lost family. During that period, I learned of the Cult of Kosmos, an insidious, secretive society manipulating prophecies through the Oracle of Delphi to wreak havoc and fear. To my dismay, their champion, Deimos, was none other than my lost brother, Alexios, raised as a weapon to ruthlessly oppose all who resisted the Cult's vision.

In my relentless pursuit of truth and redemption, I crossed paths with Pythagoras, who revealed a bewildering truth: Alexios and I bore the ancient Isu bloodline, and one of us had the solemn duty to safeguard the knowledge of Atlantis and undertake a quest to collect Isu artifacts. Given my brother's absence, such a responsibility fell to me. I was given the Staff of Hermes, which granted me the larger-than-life longevity needed to fulfill my role as the guardian of ancient knowledge and balance between order and chaos.

Long before the Brotherhood was born, I embodied the spirit of later proto-Assassins, driven by values of fraternity, free will, and the firm conviction that humanity should shape its own destiny. Alongside my loyal avian companion, Ikaros, I ventured into a life of discovery, unveiling the truths concealed beneath the veils of manipulation and power.

As I trod the path destined to etch my own legacy, my values converged with those that would shape the future Brotherhood in ages yet to come."

KASSANDRA	
Dates:	circa 458 BCE - unknown
Location:	Sparta, Greece
Time Frame:	Ancient Greece
Affiliation:	Misthios (mercenary)
Key Allies:	Myrrine, Sokrates, Herodotus, Barnabas, Ikaros
Main Opponents:	Cult of Kosmos, Deimos

ADVENTURE HOOKS

The following narrative seeds can be used by the Reader to develop Simulation Sequences set in Time Frames appropriate to Kassandra:

1. After defending a village from a group of brutal outlaws, the Witnesses find among the bandits' belongings a cache filled with scrolls. The writings hold crucial information about the inner workings and plans of the Cult of Kosmos — the Cult aims to manipulate a general and statesman of Thebes to gain control over his army.

2. Rumors circulate about a forbidden ritual of Deimos and Phobos that grants its participants the power to cast fear into the hearts of mortals. In order to prevent any attempt to perform this ritual, the Witnesses must delve into the ancient ruins of the Mountain Temple of Poseidon, west of Mytilene on the island of Lesbos. Once there, they discover that the ritual is nothing but a pantomime, and the source of the dark power attributed to it is an apparently magical prong used as a ritual dagger instead.

3. An informer reports that the Cult of Kosmos is gathering a powerful and mysterious army at Fort Tiryns, near the city of Argos. The Witnesses must infiltrate the fortified stronghold and engage in an epic battle against a small but deadly troop of Cult champions who all bear an uncanny resemblance to Kassandra's brother Alexios.

4. A shadowy figure recruits a team of relentless mercenaries to hunt down Kassandra and her allies for reasons unknown. The Witnesses must first avoid getting killed, and then uncover the truth behind the mercenaries' employer: a vengeful widow who is trying to eliminate Kassandra, who in the guise of the mercenary Misthios took her husband's life.

5. While delving into the underground catacombs of Korinth in their pursuit of the Cult of Kosmos, the Witnesses discover a hidden chamber. Inside, a cryptic tablet rests on a lectern, unveiling the precise whereabouts of a concealed tomb. Amidst scattered notes, the possibility arises that this tomb might be the long-lost resting place of King Agamemnon, dubbed 'the first servant of Kosmos.' The records of the Cult of Kosmos also mention a formidable suit of armor previously unearthed from the same location, hinting at the existence of other relics of immense power yet to be discovered.

SIMULATION SEQUENCE: THE FORGE OF FATE

TIME FRAME: Ancient Greece

LOCATION: Epidauros, Argolis, Greece - 442 BCE

STARTING SYNC LEVEL: 40% (4 Key Objectives)

DESCRIPTION: While walking through the market of Epidauros, a blind man begging for a few drachmae delivers a cryptic message intertwined with the Witnesses' destiny. It's a prophecy that leads the characters to the forgotten Foundry of Hephaistos in the heart of a volcanic island.

There, the fragment of an unfinished weapon, a mighty Shard of Eden, awaits. However, the prophecy failed to mention the indestructible guardians lying dormant within the temple — and the Cult of Kosmos hot on the trail of the Witnesses.

As the late afternoon light begins to stain the tranquil town of Epidauros with an amber hue, you meander amidst the colorful canopies of the market stalls. Merchants hawk exotic spices, gleaming trinkets, and fresh catches from the Aegean sea. An old blind man, dressed in tattered garments resembling those of a priest, begs passers by for some coin, muttering incoherently to himself. As you pass by, he suddenly jumps to his feet, imploring you to stop and listen, his voice hoarse and urgent.

"Children of fate, listen well, for the strands of destiny weave an unseen tapestry. The path to your obscured purpose lies within the gray breath of the son cast off the mount. Seek his ember lair within the womb of the floating rock. There, iron and metal once toiled, shaping the glowing shard of a treasure yearning to meet with the one commanded by ancient fate." And then, as though a spell has been broken, the old man begins to mutter to himself once more. He looks at you as though it's the first time he has seen you, and begs you for a coin.

The next morning, you spot a single, thin trail of smoke rising up through the clear blue sky. Climbing to a vantage point, you can see the smoke emanating from the volcano that looms at the center of an island not far off the coast. The gray breath... The floating rock... The old man's prophecy rings true, guiding you toward the island.

KEY OBJECTIVES

> 1 - PROCURE SAFE PASSAGE

Although the volcanic island is not far from Epidauros' shores, it is still too far to swim. The Witnesses must secure a vessel to make the crossing safely.

The bustling port of Epidauros unfolds before you, the air thick with the scent of salt, fish, and smoke from cooking fires. The cacophony of chattering seagulls, creaking ship masts, and distant waves envelops you as you navigate through the quays, teeming with an eclectic mix of sailors, traders, and locals, each absorbed in the rhythm of their tasks.

CHALLENGES

> **Petty Thieves.** As the Witnesses move along the docks, they become the target of a band of young thieves. Any **Wits** **check** made to notice the petty thief requires 1 **Raise**. If the Witnesses do not catch the thief, the targeted Witness loses 1 **Gear** item.

> **Steal a Boat.** Unless the characters wait until darkness to steal a boat, any **Stealth** **check** made to overcome this Challenge requires 2 **Raises**.

> **Bargaining.** Obtaining the right price for a boat proves challenging for anyone unfamiliar with the local customs. Any **Social** **check** made to negotiate as a stranger requires 1 **Raise**.

WEAKNESSES

> **Private Boat (major).** One of the Witnesses might be in possession of their own private boat. In this case, the Witnesses achieve the current Key Objective.

> 2 - DEFEAT THE CULT OF KOSMOS

After procuring a boat to reach the volcanic island, the Witnesses soon realize that others are also searching for a possible Precursor relic. The Cult of Kosmos attempts to board their vessel.

The silhouette of the volcanic island looms on the horizon, its smoking peak veiled by low-hanging clouds. However, the serenity of the voyage is abruptly shattered as a volley of hissing, flaming arrows fall short of your boat. You are not alone in your pursuit! A heavy trireme with a purple flag bearing the symbol of pale intertwined serpents approaches at high speed. The sun reflects on the shining bronze masks and helmets of the archers on board the ship: it's the Cult of Kosmos!

CHALLENGES

> **Flaming Arrows.** The next volley of flaming arrows is in range of the Witnesses' boat. All the Witnesses on the main deck must make a **Reaction check**.

> **Sneak Aboard.** A Witness might try to dive into the open water to reach the enemy boat undetected, catching the rival crew by surprise. Any **Stealth** and **Action check** made to approach the enemy's boat this way requires 1 **Raise**.

> **Close Combat.** If the Witnesses' boat draws close enough to their enemies, the mercenaries of the Cult of Kosmos are ready to draw their blades and fight. The Witnesses must make at least 2 separate **Approach checks** with 1 **Raise** to defeat them.

WEAKNESSES

> **Ramming (minor).** If the Witnesses have a large enough vessel, such as a trireme, it is likely equipped with one of the Greek navy's most successful weapons: a ram. The oarsmen of such a vessel are trained to hit their target with extreme accuracy before dislodging the ram just before the enemy's boat sinks. In this case, the ***Close Combat*** Challenge requires 1 **Approach check** only with no **Raises**.

> 3 - ENTER THE VOLCANO

The only entrance into the volcano is by climbing down into the crater from the peak. During their descent, they are attacked by an ancient Isu automaton – an iron eagle.

After exploring the island, it becomes evident that the sole entrance to the "womb" referenced in the prophecy lies within the conspicuously visible opening at its summit. Following a rugged trail that climbs to the peak, you eventually arrive at the precipice of the smoldering mountain, where a breathtaking panorama of the shimmering Aegean Sea unfolds before you.

According to the blind man's cryptic message, the divine treasure purportedly lies somewhere below. However, the terrain and the ominous smoke add to the challenge of finding a safe descent. Just as you weigh your options for the best route down, a growing buzzing noise interrupts your thoughts. Emerging from the dense smoke is an unexpected sight: an iron eagle with a single red eye fixated directly on you, spewing flames as it rapidly closes in.

CHALLENGES

> **Climbing Down.** Descending the inner wall of the crater requires great skill and toughness. Any **Action** **check** made to climb down into the volcano requires 1 **Raise**.

> **Iron Eagle.** The iron eagle, crafted by the Isu Hephaistos, is a heavily armored automaton guarding his laboratory entrance. It shoots flames and is highly sophisticated. Confronting the Iron Eagle requires at least 2 separate **Approach checks** with 1 **Raise**.

WEAKNESSES

> **Leap of Faith (minor).** A deep water bed lies at the bottom of the volcano. Should a character locate it, possibly through the activation of their Eagle Vision skill, they could ponder how executing a precision dive might spare them the laborious descent. A Witness leaping from the top of the volcano overcomes the ***Climbing Down*** Challenge.

> 4 - RECOVER THE DIVINE TREASURE

Entering the Foundry of Hephaistos, the Witnesses find a laboratory equipped with machinery designed by the Isu Hephaistos. There, the Shard of Eden lies unfinished. Two Isu automatons stand ready to attack the intruders.

Leading off from the base of the crater, a series of smoky tunnels guide you to a towering cavern. Its floor is enveloped in boiling lava, with a network of stone bridges and catwalks spanning the expanse, all converging on a circular platform at its heart. A colossal forge dominates the platform, surrounded by intricate machinery of unparalleled craftsmanship — undoubtedly the ancient handiwork of the gods.

There, in a stillness permeated with latent energy, your eyes are drawn to a glowing object perched upon a dark metal column. As you near it, the item begins to levitate and vibrate, as though responding to your presence. "The glowing shard of a treasure yearning to meet with the one commanded by ancient fate", said the prophecy.

With the activation of the shard, two ancient sentinels materialize from the shadows at the cavern's edge — 15 feet tall metal humanoid automatons, they swiftly advance towards you. The intent of these Iron Guardians is unmistakable: to protect the divine weapon from intruders.

CHALLENGES

> **Take the Shard of Eden.** The ***Shard of Eden*** is bound to the dark metal pedestal by a powerful force field. A Witness who wants to claim the artifact must make a **Wits** **check** with 2 **Raises**.

> **Iron Guardian.** The automatons possess incomprehensible strength, and were crafted to endure against any intruder who dares to challenge Hephaistos's domain. Confronting them requires at least 4 separate **Approach checks** with 2 **Raises**.

WEAKNESSES

> **Agents of Fate (minor).** A Witness may opt not to engage in combat with the Iron Guardians, instead submitting themselves to the mercy of these formidable automatons. To succeed, the Witness must make a **Social** **check** to convince the Iron Guardians of their destined presence within the cave. Reciting the prophecy of the blind man of Epidauros reinforces their claim. In this case, the Iron Guardians cease their advance, allowing the Witnesses to overcome the ***Iron Guardian*** Challenge.

> **I Am the One (minor).** If the Witness attempting to take the Shard of Eden from the pedestal is the Ancestor of the Sequence, any **Wits** **check** made to overcome the ***Take the Shard of Eden*** Challenge requires no **Raises**.

SETBACKS

FALLING (MINOR)

There are plenty of places from which a careless Witness might fall. They must make a **Reaction check** to avoid being injured.

VOLCANIC HAZE (MINOR)

Volcanic ash fills the air, irritating eyes and making breathing a challenge. For the rest of the Sequence, all **Wits** and **Action checks** require 1 additional **Raise**. However all **Stealth checks** have 1 **Free Raise**.

ON FIRE! (MAJOR)

The intense heat from the volcano ignites clothing on contact with any surface. Until the Witnesses manage to extinguish the flames, all their **Approach checks** necessitate 1 additional **Raise**.

ERUPTION (MAJOR)

As the volcano rumbles ominously, jets of lava spurt forth, and the entire complex trembles, signaling a potentially lethal outcome for all within its grasp. While the Witnesses remain within the volcano, they must perform a **Reaction check** at the conclusion of each **Approach check**.

▸▸ PIECES OF EDEN

> SHARD OF EDEN

Known Owners: Unknown

Current Status: Unknown

The Shards of Eden are relics of Isu technology, echoing the awe-inspiring power of the original Pieces of Eden from which they were derived. Though fragmented, these artifacts remain potent, retaining a fraction of the formidable power and unique qualities that once flowed through them.

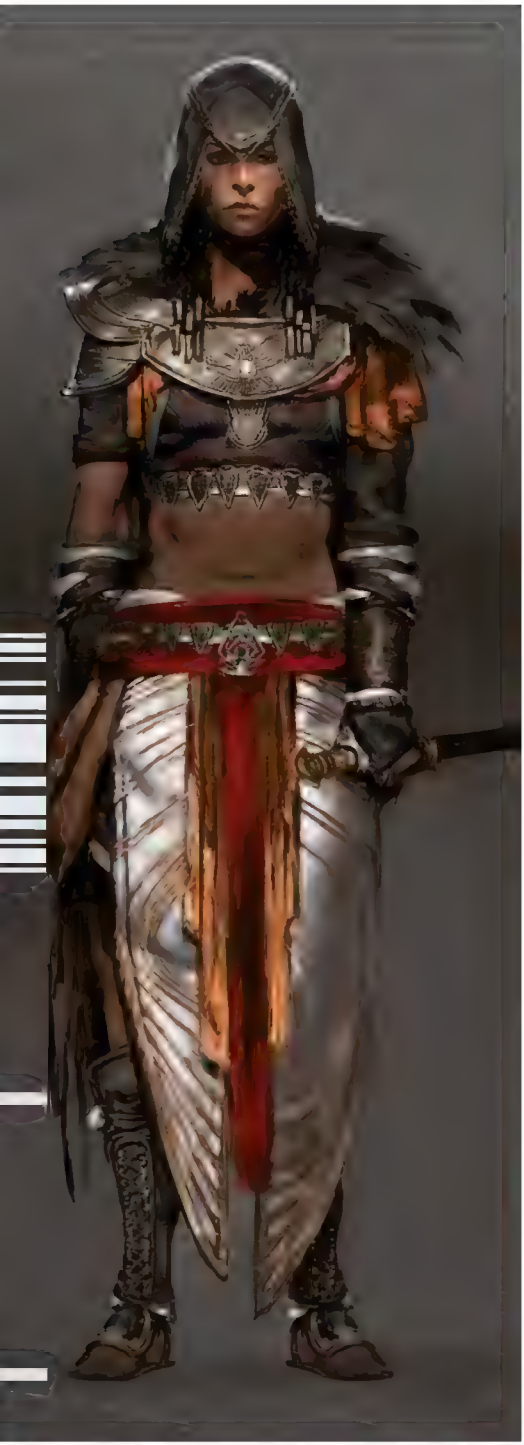
A Shard possesses a single power from any Piece of Eden at the Reader's choice.

SECTION 2-0

BAYEK AND AYA

"There is freedom, and there is the life of innocents. Both must be balanced on the scale."

- Bayek



"I am Bayek. I was born and raised in the remote oasis of Siwa, near the Egyptian-Libyan border. In my veins flows the blood of a Berber-Egyptian heritage. I bear the responsibility of being the last of the Medjay, the guardians of Egypt's ancient kingdom, its people, and its cherished way of life. Alongside me walks Aya of Alexandria, my beloved wife, who has embraced the Medjay path despite not belonging to the bloodline.

We were in the sacred temple in Siwa when tragedy struck. Soldiers came, demanding access. I refused to grant it to th+em, driven by my dedication to protect the sanctity of our land. Little did I know that this act of defiance would lead to the murder of our young son. Consumed by grief, Aya and I found ourselves torn apart, our pain driving a wedge between us. Deep within, I nurtured a flicker of hope — I believed that by avenging our son's death I could restore what was lost and reunite with my mourning wife.

In the twists and turns of fate, my path led me back to Alexandria, where I once again crossed paths with Aya. With persuasive words she urged me to look beyond my own personal quest for revenge, and consider the greater tapestry of our troubled times. Aya saw in Cleopatra the key to freeing Egypt from the shackles of oppression, and she pledged her support to aid her in reclaiming the throne. Together, we set forth on a mission to hunt down the Order of the Ancients, a shadowy organization pulling the strings of power in Egypt.

As I ventured deeper into the heart of this mission, a profound realization dawned upon me. The people of Egypt deserved the freedom to determine their own destiny. They needed champions to rise against their oppressive rulers. My thirst for vengeance gradually transformed into an unyielding resolve to champion righteousness, seeking to safeguard the people's rights.

Eventually, Cleopatra chose to ally with Julius Caesar, who was under the sway of the nefarious Order of the Ancients. Blinded by ambition, she dismissed Aya and me. In her actions we saw not just a personal betrayal, but a disloyalty to what we personally held dear — the safety and freedom of Egypt and its people. We resolved to continue our struggle, even if that meant standing against Cleopatra's allies, as we understood that our quest for justice would benefit the entirety of the land and strike a resounding blow against the Order of the Ancients.

With this goal in mind, we established a new organization; one founded not on bloodline alone but on a shared vision of justice. The Hidden Ones came into being, an organization destined to withstand the test of time. It would evolve and adapt, eventually blossoming into the revered Brotherhood of Assassins. Aya, embracing her newfound identity as Amunet, would emerge as one of the Brotherhood's most illustrious and celebrated Assassins, honored for her unwavering dedication to the cause.

Thus, I, Bayek, stand as a testament to the indomitable spirit of the Hidden Ones and the Brotherhood. Our creed, etched in the annals of history, champions justice, freedom, and the liberation of the oppressed. Through the passage of time, our legacy endures as we persist in our quest for a world where righteousness prevails and tyranny falls under the blows of our blades."

BAYEK AND AYA	
DATES:	Circa 80 BCE - unknown
LOCATION:	Egypt, Rome
TIME FRAME:	Ptolemaic Egypt
AFFILIATION:	The Hidden Ones
KEY ALLIES:	Phoxidas, Brutus, Cassius, Hepzefa, Apollodorus, Tahira
MAIN OPPONENTS:	Order of the Ancients, Julius Caesar, Flavius Metellus, Lucius Septimius, Martellus, Bion

ADVENTURE HOOKS

The following narrative seeds can be used by the Reader to develop Simulation Sequences set in Time Frames appropriate to Bayek and Aya:

1. Rumors in the bustling city of Memphis speak of a secret, ancient oasis hidden near the small village of Nitria in the middle of the Saqqara Nome. This forgotten place is said to hold a source of divine power secured there by the goddess Ma'at herself. To reach the hidden sanctuary and uncover its secrets, the Witnesses must battle through a dangerous sandstorm that protects the oasis in the middle of the rocky desert and beat rival treasure hunters too.

2. A noble Alexandrian family approaches the Hidden Ones, desperate to retrieve a precious relic. The artifact was recently stolen by someone who mistook it for a lost Piece of Eden. The Witnesses must navigate the sprawling streets of the great city, and penetrate the intricate underworld of black market merchants to find the member of the Order of the Ancients who commissioned the theft.

3. Dark forces loom over the once-vibrant city of Memphis, as mysterious cultists tighten their grip on its unsuspecting inhabitants. Tasked with infiltrating the newborn Isfet cult, the Witnesses must investigate the bustling markets, shady back alleys, and opulent temples of Memphis to gather information about the cult, identify the cult's inner circle, and assassinate them before they unleash chaos and bloodshed upon the city.

4. The Great Library of Alexandria is surely known as one of Egypt's many wonders. The Witnesses receive a mysterious plea for help from within the library halls. Tasked with protecting a valuable manuscript containing ancient Isu knowledge, they must deal with a cunning Order of the Ancients scholar who is also on the trail of the manuscript.

5. A trusted affiliate of the Hidden Ones suddenly disappears, leaving behind a single clue: the words "Hidden One" written in blood on the floor of their home. The Witnesses must uncover the truth behind the disappearance: a disloyal branch of the Hidden Ones that seeks to undermine the characters' bureau.

SIMULATION SEQUENCE: ECHOES OF BETRAYAL

Time Frame: Ptolemaic Egypt

Location: City of Alexandria, Egypt - 30 BCE

Starting Sync Level: 55% (3 Key Objectives)

Description: It's the year 724 since the foundation of Rome, and the Republic is facing its last civil war. Following the victory at the Battle of Actium, the Roman army led by the adopted son of Julius Caesar, Octavian, reaches Alexandria, in pursuit of Marcus Antonius and his remaining forces. The city is swarming with Octavian' red-clad soldiers. Cleopatra and Antonius' remaining troops are deserting or being overpowered, and the walls of the Royal Palace will not keep Octavian at bay for much longer.

Wisps of smoke drift towards the purple sky, which reflects the incandescent glow of the fires that have started burning in the city where the clashes are fiercest — the troops of Octavian are capturing Alexandria. The Queen's militia and Antonius' troops are succumbing. The sound of conflict is getting closer and closer, and you don't have much time to complete your mission. You stealthily enter the Royal Palace looking for the Queen, to put an end to her Roman lover's life.

KEY OBJECTIVES

> 1 - FIND ANTONIUS

Cleopatra has drunk her vial of poison in the great hall, before she can reveal where Marcus Antonius has fled to. The Witnesses must track Antonius down, both to avenge the murder of the Hidden One Brutus, and to recover the **Sword of Damokles**, a powerful weapon in his possession. Then, they must escape the palace.

The body of Cleopatra lies lifeless on the floor of the great hall, a poison vial lying next to her bejeweled hand. The Queen is dead, and she has taken all she knew about Antonius' escape plan to the grave. The renegade triumvir is your target — he has too-long escaped his fate. You can't let him go this time, or you will lose your last chance to avenge the death of Brutus and eliminate a servant of the Order of the Ancients.

CHALLENGES

> **Cleopatra's Militia.** Most of the Queen of Egypt's guards are busy watching the walls and perimeter of the Royal Palace. However, some soldiers still patrol the interior rooms to ward off unwanted intrusions. Cleopatra's militia will attack the Witnesses on sight.

> **Antonius' Tracks.** Evidence of Antonius' hasty flight can be traced across the hall's tiled floor to Caesarion's room, the teenage son of Caesar and Cleopatra. To do that, a Witness must make a **Wits check** with 2 **Raises**.

WEAKNESSES

> **Eagle Vision (minor).** A Witness can activate their *Eagle Vision* Skill to enhance their chances of following the tracks in the hall. In this case, any **Wits check** made to approach the ***Antonius' Tracks*** Challenge requires no **Raise**.

> **Eagle Sense (major).** A Witness can activate their *Eagle Sense* Skill to notice that Cleopatra's heart has not quite taken its last beat. The Witness can inflict the coup de grace to peer into her last memories, thus witnessing the final dialogue between her and Antonius — he intends to reach Caesarion's room, to claim for himself Caesar's **Sword of Damokles**, one of the real causes of the conflict between the two triumvirs. However, exploiting this Weakness triggers the ***Queenslayer*** Setback automatically.

> **Old Friends (minor).** If Bayek or Aya are among the Witnesses confronting Cleopatra's Militia, the characters can exploit their renown as former allies of Cleopatra. If they do so, any **Social check** made to overcome the ***Cleopatra's Militia*** Challenge has 1 **Free Raise**.

> 2 - ASSASSINATE ANTONIUS AND TAKE THE SWORD OF EDEN

The Witnesses reach Antonius in Caesarion's room, as he recovers something from a hidden compartment under the bed. It's a wonderful sword, a Piece of Eden that once belonged to the Greek warrior Deimos, perhaps one of the most powerful weapons ever created by Hephaistos! The triumvir and Caesarion intend to escape on a boat that is waiting for them at the Pharos lighthouse.

In Caesarion's room, a delightful aroma of essential oils wafts through the air, mingling with the soft, orange glow emanating from finely crafted braziers. Marcus Antonius holds a peculiar sword, its blade lacking a crossguard, swathed in a sheet of luxurious silk. Meanwhile, Caesarion is halfway out of the window, poised to flee into the courtyard.

CHALLENGES

> **Caesarion.** If the Witnesses are unaware of Caesarion's presence and try to take Marcus Antonius by surprise, the boy shouts out a warning. Then, khopesh in hand, he sides with Antonius to confront the Witnesses. Caesarion's blade is a Viper's Tooth, a legendary weapon coated with a powerful poison. If a Witness fails an **Approach check** while crossing blades with Caesarion, they are wounded by his poisonous blade — for the rest of the Sequence, any **Action** **check** requires 1 additional **Raise**.

> **Force Shield.** Antonius brandishes the ***Sword of Damokles***, a formidable weapon that generates a protective force shield around him, seemingly impenetrable. Consequently, overcoming Antonius requires a minimum of 3 distinct **Approach checks**.

> **Shockwave.** Once Antonius is defeated, the ***Sword of Damokles*** releases a shockwave that knocks over everyone in the room. Each Witness must make a **Reaction** **check**.

WEAKNESSES

> **Old Friends (major).** If Bayek or Aya are among the Witnesses confronting Antonius and Caesarion, the characters can remind the boy how the two helped his mother become Queen of Egypt and how she held them in high regard. In this case, the characters overcome the ***Caesarion*** Challenge.

> 3 - REACH THE PHAROS LIGHTHOUSE

With his dying breath, Antonius tells the Witnesses that he respects the honorable end he has been granted. Then, he reveals that a trusted ally of Cleopatra is waiting at the Pharos lighthouse with a boat, ready to set sail to India with Caesarion. Antonius implores the Witnesses to safeguard the boy and the ***Sword of Damokles***, ensuring they do not fall into Octavian's clutches.

The thunderous sound of Octavian's troops battering down the large doors to the great hall echoes through the chamber. Escaping to the boat waiting at the Pharos lighthouse across the Great Harbor offers the best chance of fleeing the city, provided you can reach it in time.

CHALLENGES

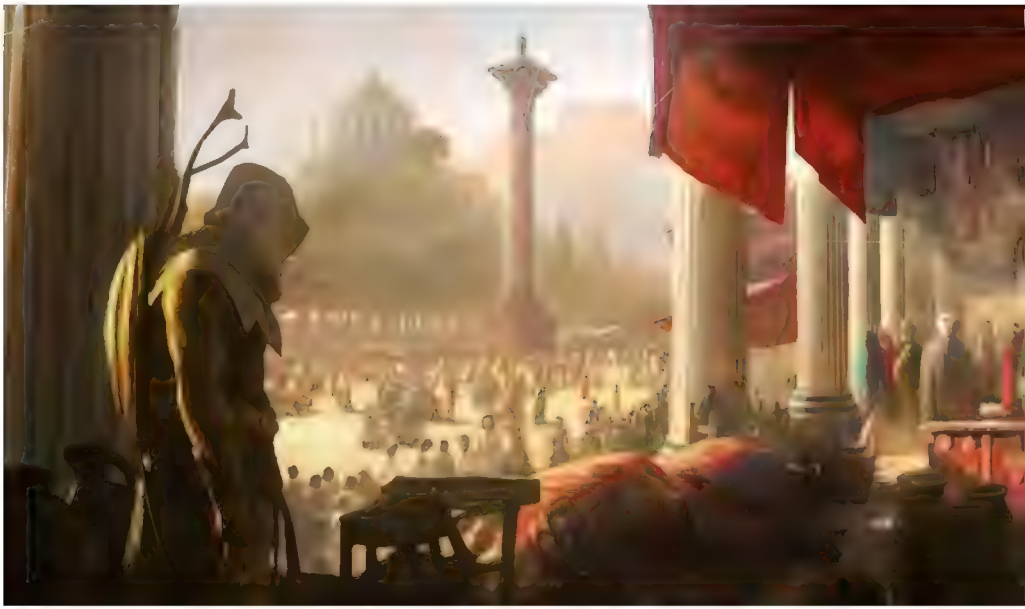
> **Crossing the City.** Crossing the City. The Witnesses can reach the lighthouse overland, escaping over the palace walls. In this case, they must cross the tumultuous city, risking dangerous encounters with Octavian's soldiers along the way.

> **Reach the Palace Docks.** If the Witnesses choose to reach the lighthouse by sea, they can head to the palace's docks to take one of the boats moored there. However, a group of Antonius' guards is watching over the boats, waiting for their general. As soon as the Witnesses are in sight, the soldiers unsheath their weapons, ready to fight. Should a Witness fail an **Approach check** on the docks, it triggers the ***Prey*** Setback.

WEAKNESSES

> **The Traitors are Dead! (minor).** The Witnesses can explain to Octavian's soldiers that they killed both Marcus Antonius and Cleopatra, but they need to support the claim with some evidence — for example, they may have Caesarion in custody, or be carrying Antonius' sword. In this case, any **Social check** made to overcome the ***Crossing the City*** Challenge has 1 **Free Raise**.

> **They're with Me (minor).** The Witnesses can intimidate or otherwise convince Caesarion to vouch for them to Antonius' guards. In this case, any **Social check** made to overcome the ***Reach the Palace Docks*** Challenge has 1 **Free Raise**.



SETBACKS

OCTAVIAN'S SOLDIERS (MINOR)

Octavian's soldiers suddenly surround the Witnesses, eager for blood and plunder. Each Witness must make a **Reaction check** to avoid being injured by hurled javelins.

QUEENSLAYER (MAJOR)

Blaming the Witnesses for her death, the Queen's bodyguards attack with unprecedented ferocity, determined to kill them all or die trying. Any **Action check** made to overcome the ***Cleopatra's Militia*** Challenge requires 1 **Raise**, and the ***Old Friends*** Weakness has no effect.

THEY KILLED THE GENERAL! (MAJOR)

The guards of Antonius attack the Witnesses on sight to avenge their General. Any **Action check** made to overcome the ***Reach the Palace Docks*** Challenge requires 1 **Raise**, and the ***They're with Me*** Weakness has no effect.

PREY (MAJOR)

If the Witnesses end up in the harbor's waters, dangerous beasts such as hippos and crocodiles attack them. While in the water, each **Approach check** made to fight back against such animals requires 2 **Raises**. Additionally, Witnesses must make a **Reaction check** with 1 **Raise** every time they make an **Approach check**.

NOTABLE NPCS

Marcus Antonius

Description: A Roman general and politician, Marcus Antonius first joined forces with Caesar's designated successor, Octavian, to hunt down the rebel senators who had plotted the assassination of Caesar with Amunet. Marcus Antonius' troops tracked down the Hidden One Brutus in his hideout in Greece, triggering a sequence of events that apparently ended with the conspirator's death.

Later, Antonius found himself entangled in a struggle for control of Rome alongside his lover, Cleopatra, against his former ally, Octavian. The pivotal naval Battle of Actium, off the west coast of Greece, saw Antonius and Cleopatra's forces defeated. They sought refuge in Alexandria, only to face the relentless advance of Octavian's forces closing in on them.

Caesarion

Description: Formally known as Ptolemy XV Philopator Philometor Caesar, Caesarion was the son of Queen Cleopatra and the Roman dictator Gaius Julius Caesar. Caesar didn't officially acknowledge him, but allowed him to use his name. This created conflict when Julius Caesar later adopted Octavian as his son, especially after Caesar fell victim to an assassination plot orchestrated by the Hidden Ones, a faction led by Amunet, Marcus Junius Brutus, and Gaius Cassius Longinus.

By the year 30 BCE, Octavian emerges victorious in the war against Cleopatra and Marcus Antonius. Ultimately convinced that self-sacrifice is the best route to safeguard Egypt's future, Cleopatra chooses to end her own life by means of poison, leaving Caesarion on his own in Alexandria.

▸▸ PIECES OF EDEN

> SWORD OF DAMOKLES

Known Owners: Deimos, Kassandra, Marcus Antonius

Current Status: Unknown

Forged by the Isu scientist Hephaistos during the War of Unification, the sword possessed extraordinary capabilities, granting formidable powers in battle and augmenting the leadership qualities of its wielder. During the late 5th century BCE, it ended in the possession of the enigmatic Cult of Kosmos. They entrusted this legendary weapon to one of their champions, Deimos, grandson of Spartan King Leonidas and a direct descendant of the Precursors. Due to his unique lineage, Deimos was able to harness the sword's potential to its fullest extent. When Kassandra defeated him in combat, the sword fell from the height of Mount Taygetos, apparently losing parts of its immense power.

While wielding the sword, you have 2 **Free Raises** on every **Action** **check** made to fight your enemies. Additionally, you gain the ability to hurl beams of energy and protect yourself with an energy shield.

BASIM IBN ISHAQ

"Should we not seek to know our enemies better, the better to defeat them?"

- Basim

"I am Basim Ibn Ishaq, born in the Abbasid Caliphate. My early years were spent in opulent Baghdad, but I grew up as a street thief, surviving by wit and cunning alone, together with my comrades in the shadows. Plagued by vivid hallucinations of a fearsome djinn from a young age, I harbored a deep-seated desire to unravel the mysteries surrounding these haunting visions. Eventually, my quest led me to the Hidden Ones, a secretive order of assassins dedicated to justice, operating covertly to uphold the greater good.

In a reckless attempt to earn favor with the Hidden Ones, I chose to pilfer a mysterious artifact meant for the Caliph. Unbeknownst to me, this decision thrust me into a vast conspiracy orchestrated by the Levantine branch of the Order of the Ancients. Forced to flee the Caliph's palace, I was horrified to discover that my actions had triggered a ruthless reprisal, resulting in the massacre of my fellow street thieves. Amidst the chaos, it was Roshan, a member of the Hidden Ones, who rescued me, and together we fled Baghdad, seeking refuge within the fortress of Alamut. In the sanctuary of Alamut, I found solace and a newfound sense of purpose among the Hidden Ones. Through rigorous training, I transitioned from a young thief to a skilled warrior. Entrusted with missions abroad on behalf of the Hidden Ones, I ascended to the leadership of the Constantinople bureau, mentoring the aspiring assassin Hytham as my apprentice along the way.

In the year 870, amidst our numerous assignments, I encountered Sigurd Styrbjornsson. Recognizing a chance to advance my covert objectives, I trailed the Viking to Norway, intent on unveiling the presence of the Order of the Ancients in the distant north. In Norway, I crossed paths with Sigurd's foster sister, Eivor, and, impressed by her deeds, I entrusted her with a Hidden Blade as a symbol of our alliance. Together with Eivor's Raven Clan, Hytham and I founded a bureau in the settlement of Ravensthorpe, England, with the aim of revitalizing the presence of the Hidden Ones on the island.

As Hytham and Eivor relentlessly pursued the Order of the Ancients throughout the land, I embarked alongside Sigurd Styrbjornsson on a quest to find the elusive Saga Stone, driven by a desire to uncover the answers I had sought throughout my life."

BASIM IBN ISHAQ	
Dates:	Circa 844 CE - unknown
Location:	Abbasid Caliphate, Eastern Europe, Norway
Time Frame:	Golden Age of Baghdad
Affiliation:	The Hidden Ones
Key Allies:	Roshan, Rebekah, Rayhan, Fuladh, Ali ibn Muhammad, Hytham
Main Opponents:	The Order of the Ancients

ADVENTURE HOOKS

The following narrative seeds can be used by the Reader to develop Simulation Sequences set in the Time Frame appropriate to Basim:

1. The Brotherhood has been keeping an eye on Al Ghul's excavation sites in the desert. Something important has been uncovered at one of the sites, perhaps a Precursor Artifact. The Witnesses must intercept the caravan bringing the discovery to Baghdad before it ends up in the Order's hands.

2. An old relic with a long association with the Hidden Ones, thought lost for centuries, has resurfaced in Baghdad in the possession of a powerful slave trader. The greedy man is selling the artifact for an over-inflated price and refuses to return it to the Hidden Ones. The Witnesses are tasked with retrieving the relic from the merchant's palace while seizing the opportunity to put an end to his evil network.

3. A deadly plague is running rife in a Baghdad district and threatening to spread to the rest of the city. Rumors point the Witnesses to the house of a Persian alchemist, who is seemingly immune to the disease and is trying to cure it. The Witnesses enter the afflicted district and find the alchemist's laboratory, discovering that the Persian has actually been poisoning everybody in the neighborhood instead of curing them. The Witnesses must stop this mad scheme and attempt to reproduce an antidote they find in the laboratory.

4. A member of the Order appears to have met with a corrupt official known for his collection of rare artifacts. The official has recently acquired an old papyrus map that leads to an ancient temple beneath Baghdad – an Isu Vault. The Witnesses must infiltrate the official's estate, decode the map before destroying it, and then find the Isu Vault.

5. An attempt by the Hidden Ones to aid the Zanj Rebellion ends in disaster, resulting in the capture of numerous rebels. A traitor within their ranks has been selling crucial information to the Order of the Ancients. Every secret, from rebel movements and strategies to the identities of the Hidden Ones, is now at stake. The Witnesses must rescue the prisoners, identify the traitor, and turn the tables on whoever he has been leaking information to.

SIMULATION SEQUENCE: THE HOUSE OF FOLLY

TIME FRAME: Golden Age of Baghdad

LOCATION: City of Baghdad, Abbasid Caliphate - 862 CE

STARTING SYNC LEVEL: 55% (3 Key Objectives)

DESCRIPTION: As the Hidden Ones strive to thwart the Order of the Ancients in Baghdad, a critical message reaches them from an agent sent to spy on a remote desert excavation south of the Round City. The urgent communication reveals disturbing news: the Order of the Ancients controls a mysterious machine of unknown purpose, built within a vast underground chamber. Constructed in secrecy by a master inventor of the Order, this device aims to expand upon the groundbreaking work of Hassan at the House of Wisdom in Baghdad. Much like Hassan's Alruh, this machine is designed to unravel the mysteries encoded within the Memory Seals left behind by Those Who Came Before.

The Witnesses are tasked with infiltrating the site, penetrating the depths of the underground temple, and neutralizing all threats within. However, upon entering the chamber, the machine suddenly springs to life, ensnaring them in a swirling vortex of energy. In an instant, they are thrust into a distant memory, one from which escape may prove impossible.

Rayhan, one of Alamut's mentors, enters the room with urgency, holding a note tightly in his hand. "Alert the others – you must depart at once," he declares. "A message from one of our spies has arrived. They've discovered something significant in the desert: an underground temple housing mysterious machinery, under the control of the Order of the Ancients!"

Soon after, you find yourself under the unforgiving desert sun, the rhythmic footsteps of your camels the only sound echoing across the sand. After what feels like an eternity, your mounts obediently kneel as you dismount, climbing a dune to gain a vantage point overlooking the dig site.

Hidden from the eyes of the armed guards patrolling the area, you watch in secret. Tents flap gently in the scorching breeze, while workers go to and fro, operating pulleys and carts laden with sand and debris. As the sun begins its descent, casting an amber glow over the desert, your mission commences...

KEY OBJECTIVES

> 1 - ACCESS THE EXCAVATION SITE

The Witnesses must evade the armed guards patrolling the site's perimeter, and devise a way to enter the tunnels to locate the mysterious machine.

As the sun dips below the horizon, the silhouette of the excavation site gradually fades, blending into the surrounding rock and sand. Despite the dimming light, the sturdy wooden cranes stand out against the deep orange hue, while turrets and wooden structures mark the perimeter of the site. Amidst the fading light, the groans of laborers persist, their voices drowned out by the authoritative commands of the guards.

CHALLENGES

> **Patrols.** Two patrols of 6 guards each stand watch over the perimeter of the excavation site. The rest of the large contingent of guards are resting in a tent inside the dig site.

> **Navigate the Site.** As the Witnesses move towards the center of the camp, more and more laborers are seen carrying materials or fixing shores. The Witnesses must find their way into the depths of the excavation tunnels to reach the entrance to the underground temple.

WEAKNESSES

> **Shift Change (minor).** An influx of new laborers are expected to relieve the daytime workers retiring for the night. The Witnesses can disguise themselves as laborers to slip into the site unnoticed.

> 2 - RELIVE THE MEMORY

Inside the inner chambers of the Isu Vault, a complex mechanism crafted from scraps of technology left by "Those Who Came Before" hums with energy. Despite its inventor's limited understanding, the machine is operational. However, before the Witnesses can intervene, the device abruptly malfunctions, thrusting them into ancient memories belonging to the Precursors.

As you step into the inner chambers of the Temple, you find yourselves in an odd architectural vault. Within, members of the Order of the Ancients observe an engineer operating a complex machine assembled from unfamiliar technology, emitting an eerie, intense energy. Suddenly, a guard spots your presence and raises the alarm, prompting the drawing of blades. However, before any action can be taken, the device begins to malfunction. A piercing screech reverberates through the chamber, nearly rupturing your eardrums, followed by a potent wave of energy that sends everyone sprawling to the ground. Darkness envelops you as all fades to black. As you open your eyes again, you immediately feel out of place. You are in an enormous room of smooth stone with square columns rising high above you to the ceiling. Artificial lights reflect on the helmets covering your heads, on your metallic and green suits and spears. All around you, dozens of other individuals are busy completing the final procedures at their consoles. In their silver suits, the eight that must survive the end of time sit around the Yggdrasil table. A screen behind them shows the destruction raging outside in real time, the beginning of the Catastrophe. Soon, cracks open on the roof of the vault, and computer terminals begin to go offline. The ceiling starts to collapse. "None may follow, Loki least of all..." a voice rises from the table. "It is done. Now, to face our end..." The first of the eight leaves the table to head outside. The others follow one by one as they complete the upload of their consciousness. Suddenly a ninth Isu emerges from the shadows, stabbing the last of the eight who has yet to complete the upload process. You must stop him!

CHALLENGES

> **Confront the Isu.** The Isu responds to your attacks with unbeatable skill. Weapon in hand, with astonishing speed, he treats you like nothing but an annoyance. At the end of any **Approach check**, the Witnesses must make an additional **Reaction check** to avoid being injured.

> **Mighty Foe.** Given the skill and manifest superiority of the Isu, defeating him is a daunting task. Injuring the Isu in combat requires at least 3 separate **Approach checks** with 1 **Raise**.

WEAKNESSES

> **Catastrophic Surroundings (minor).** The Witnesses can try to use the collapse of the vault to their advantage. For example, by pushing the Isu in front of a collapsing structure. In this case, the Witnesses overcome the ***Confront the Isu*** Challenge.

You manage to land a significant blow on the Isu, but to your surprise, he remains standing. In a swift succession of strikes, you succumb to the relentless assault, your vision blurring as you teeter on the brink of death. From this weakened state, you witness the Isu calmly seated at the Yggdrasil, initiating the upload procedure. This turn of events was not supposed to occur – someone should have intervened. In the fading light, one of you holds something in their hand – a Memory Seal...

> 3 - ESCAPE THE COLLAPSE

The Witnesses awaken from the unsettling memory, finding themselves lying on the dusty floor, facing imminent danger. The device's malfunction persists, unleashing violent tremors that reverberate through the vault, threatening to destabilize its very foundation. With each seismic upheaval, the risk of the chamber being buried beneath the sands of time looms ever closer.

You're awake! The vault is shaking. Stones and dust fall from the ceiling, and a collapse is surely imminent. Members of the Order lie scattered around you, perhaps still ensnared in the bizarre memory. Meanwhile, the malfunctioning machinery whirs incessantly, unleashing sparkling energy bolts that lash out unpredictably. A deafening explosion nearby jolts you into action, prompting you to scramble to your feet. With blocks beginning to rain down from above, it's time to run for safety!

CHALLENGES

> **Crawling Out.** The main tunnel leading out of the chamber has been partially blocked by falling debris. The Witnesses must climb through a tight passage if they want to escape this way.

> **Climbing Up.** The Witnesses must ascend to the upper part of the excavation site to escape. However, accessing the upper level is now even more of a labyrinth than before as dangerous chasms open beneath the Witnesses' feet.

WEAKNESSES

> **Toss Me That Rope! (minor).** If the Witnesses have a rope or a similar tool in their Gear, whenever they try to overcome the ***Climbing Up*** Challenge, any **Approach check** they make has 1 **free Raise**.

The walls groan and shudder around you. Dust chokes the air, and the ground beneath your feet trembles with each step. In a desperate sprint, you find a way out of the collapsing tunnels, guided more by instinct and a blessed sense of direction. As you burst into the open, surrounded by a thick cloud of settling dust, you can finally take a moment to savor the feeling of escape under the clear, open sky and its glowing stars...

SETBACKS

FALLING DEBRIS (MINOR)
Debris falls from the ceiling. The Witness must make a **Reaction check**.

DUST (MINOR)
Dust fills the air, making it difficult to see. For the rest of the Sequence, all **Action** and **Wits checks** require 1 additional **Raise**. Also, due to the poor visibility, the Witnesses can add 1 **match** to any **Stealth check**.

DIFFICULT TERRAIN (MINOR)
The Witness moves through treacherous terrain. The next **Approach check** made by the Witness requires 1 additional **Raise**.

EXPLOSION (MAJOR)
A part of the machine has exploded in the Witnesses' vicinity, sending shrapnel flying in all directions. All Witnesses must make a **Reaction check** with 1 **Raise** to avoid being injured.

REINFORCEMENTS (MAJOR)
If this Setback is triggered, the following Challenge can be used during the first and third Key Objective completion in this Sequence:

> **More Guards.** A dozen guards enter the fray. Due to their number the Witnesses must make at least 2 **Approach checks** with 1 **Raise**.

THE ALRUH

"This is my Great Work. I call it Alruh. It will take you on a journey to another realm."
- Fazil Fahim al-Kemsa to Basim Ibn Ishaq

The Alruh, a creation of Hassan (also known as The Doctor), was a machine concealed beneath the House of Wisdom in Baghdad. Designed to unlock the secrets encoded within Memory Seals, it served as a gateway to a paradisiacal past. However, while partially functional, the Alruh's progress was hindered, leading to frustration within the Order of the Ancients. Its full potential remained elusive, with only glimpses of its capabilities witnessed through partial experiences.

The Efficacy of Our Discovery
"My dear Al-Rabisu,
Work on the device progresses wonderfully. The engineer will unwittingly provide us the key to unlock its infinite potential. The new parts I mentioned last time are en route to the House of Wisdom. The Hour of our Order is at hand.

– Al-Azhdaha

▸▸ PIECES OF EDEN

> MEMORY SEAL

Known Owners: Unknown

Current Status: Unknown

For more information about this Piece of Eden, see page 186 of the *Assassin's Creed – Animus Handbook*.

SECTION 4-D

EIVOR VARINSDOTTIR

"For love and joy, words can jade. Our souls must sound in a heartful song. And when ... no, no... You are less mine than I am yours. And I ask of you only this, keep me honest in the times to come."

- Eivor Varinsdottir to the members of Ravensthorpe, 877 CE

"I am Eivor Varinsdottir, the Wolf-kissed, a Viking shieldmaiden and jarlskona from Norway. In the late 9th century, I embarked on daring raids that would shape the destiny of what would become England. But my story goes beyond mortal bounds, for I am believed to be the reincarnation of the Isu Odin, the chief of the Æsir and a god revered in Norse mythology.

My journey began in the embrace of noble parents, Rosta and Varin, who pledged their allegiance to jarl Styrbjorn Sigvaldisson of the Raven Clan. Tragedy struck when they were killed during a raid on Heillboer, perpetrated by Kjotve the Cruel and his Wolf Clan. Left without kin, I found sanctuary in Styrbjorn's household, and I was raised alongside his son, Sigurd. The flames of retribution burned inside me as I dreamed to avenge my parents and seek glory in their name.

As I grew into adulthood, I often waged raids on settlements affiliated with Kjotve, while Sigurd embarked on his own adventures across Europe. In the year 872, the return of Sigurd to Norway led to a pivotal encounter that would forever change my path — I met Basim Ibn Ishaq and Hytham, two members of the mysterious Hidden Ones. They bestowed upon me the Hidden Blade, a weapon of stealth and precision that would become my ally in the battle against our enemies. With their guidance and the aid of the army of Guthorm the Wise, I was able to strike down Kjotve, finally avenging my parents.

But my journey was far from over. Opposing Styrbjorn's decision to yield his kingdom to Harald Fairhair, many of the Raven Clan, including Sigurd, followed me to England. We settled in Ledecestrescire and founded Ravensthorpe, a sanctuary where we built our strength and forged alliances with the various kingdoms across the land. The Great Summer Army, the Sons of Ragnar, and Clan Hemmingsons were among the allies we gained, solidifying our position and preparing for the challenges ahead.

I took up arms alongside Hytham to rid England of the Order of the Ancients, a sinister organization threatening our newfound home. Little did I know that the Grand Maegester Alfred of Wessex secretly aided our cause, using our actions to further his own agenda, unknowingly paving the way for the emergence of the Templar Order.

A year later, as the jarlskona of my clan, I received an invitation from my maternal cousin, Bárid mac Ímair, to join him in Dublin. There, I aided him in securing his throne through an alliance with Flann Sinna, the High King of Ireland. I also confronted the Children of Danu, a druidic cult determined to preserve their own faith against the encroachment of Norse and Christian beliefs.

Years passed, and I participated in the second Viking siege of Paris, alongside Sigfred's Elgring Clan. We clashed with Charles the Fat, defending England from his avid pursuit of conquest. Amid the struggle, I uncovered a conspiracy orchestrated by the Bellatores Dei, a fanatical group seeking to purge Francia of its pagan roots.

My name, Eivor Varinsdottir, the Wolf-kissed, echoes in the annals of history. My journey is entwined with valor, strife, and the mysteries of the gods, leaving an indelible mark on the tapestry of Norse legend."

EIVOR VARINSDOTTIR	
DATES:	847 CE - unknown
LOCATION:	Europe
TIME FRAME:	Viking Age
AFFILIATION:	The Hidden Ones
KEY ALLIES:	Sigurd Styrbjornsson, Valka, Hytham, Deirdre Na Linni
MAIN OPPONENTS:	Kjotve the Cruel, Alfred the Great, Rued, Fulke, Order of the Ancients, the Zealots, the Sons of Ragnar, the Children of Danu, the Descendants of the Round Table

ADVENTURE HOOKS

The following narrative seeds can be used by the Reader to develop Simulation Sequences set in the Time Frame appropriate to Eivor Varinsdottir:

1. The Witnesses are tasked with forging an alliance with a powerful Viking clan in a neighboring land. However, they soon discover that the clan's leader has been compromised by the Order of the Ancients. To forge an alliance, the Witnesses must prove the leader's connection with the Order of the Ancients and dispel their influence over his clan.

2. The Witnesses uncover an underground network of Saxon smugglers and thieves that is unknowingly aiding the Order of the Ancients. They must infiltrate the network, gain the trust of its key members and assassinate them, all the while remaining undetected by the Order of the Ancients agents who are using the network for their own nefarious plans.

3. A series of mysterious disappearances plague a village south of Ravensthorpe. Investigations reveal that a secretive cult of Welsh druids has been abducting people to experiment on them with an ancient artifact. The Witnesses must track down the druids' refuge in the forest, rescue the captives, and take the artifact out of the cult's dangerous hands.

4. The Witnesses receive a distress call from a fellow Hidden One in a distant land. The Witnesses must set sail and start a perilous journey across freezing seas to rescue their comrade from hostile pirates who seek to exploit the assassin's knowledge and power.

5. In the mystical lands of Ireland, the Witnesses discover a Roman cemetery. Inside a tomb lies a unique relic that holds the key to uncovering the lost history of the Hidden Ones. The Witnesses must decipher cryptic puzzles, ward off supernatural guardians, and protect the relic from falling into the hands of the Descendants of the Round Table.

This adventure hook can be used as an expansion Sequence to the Sword of Mars campaign in the Assassin's Creed: Forging History *book 15.*

SIMULATION SEQUENCE: THE CURSED TREASURE

Time Frame: Viking Age

Location: Warwick Burh, River Avon (England) - 872 CE

Starting Sync Level: 55% (3 Key Objectives)

Description: On the trail of a Shroud of Eden, the Order of the Ancients has settled in the Warwick Burh (fortress) on the River Avon, the residence of one of the wealthiest merchant families in the area. The Hidden One bureau leader, Basim, has recently traveled to Bulgar to meet Sigurd and his companions, intending to gather a few capable allies to infiltrate the castle and recover the Piece of Eden.

The cold sky turns to hues of fire and gold as the sun sets while the river flows serenely through the quiet valley. From the small village of herders on the Avon Trail, you have been studying the castle for the past few days. From there, you can admire the sturdy walls of the burh overhanging the river and the warriors who patrol them day and night. The Order of the Ancients still occupies the place, meaning they have yet to find the artifact or perhaps the fortress has become their new base of operations in the province. There is nothing more to be learned from afar. The time to act has come.

CONSUS

In ancient times, there lived a brilliant scientist known as Consus, also known as Prometheus. He was a gifted Precursor whose talent was crucial in creating the enigmatic Pieces of Eden. Working alongside Hephaistos, he contributed to crafting the powerful Swords of Eden.

However, as the war unfolded, Consus recognized the urgent need for advanced medical technology. He set his mind to design a remarkable device called the Shroud of Eden. This ingenious creation had the ability to scan and reconstruct a body, effectively healing injuries and restoring it to a predetermined state. It had one limitation, though – the Shroud could not reverse death itself.

As Consus approached the end of his natural life, he hatched a daring plan to overcome mortality. He decided to transfer his consciousness into the Shroud, hoping to evade the clutches of death. The transfer was a success, but it had an unforeseen consequence — Consus found himself trapped within the artifact, where he was eventually forgotten by time and history.

Centuries later, during the research conducted by the Capitoline Triad in their quest to survive the impending Toba Catastrophe, the Isu Juno stumbled upon the lost artifact. Discovering Consus trapped within the Shroud, Juno saw the opportunity to exploit his vast knowledge. She experimented with transferring Isu consciousness into artificial bodies, a daring endeavor that ultimately failed.

Throughout the ages, Consus managed to possess different users of the Shroud, offering them invaluable guidance and counsel. His wisdom proved instrumental to those fortunate enough to possess the powerful artifact.

However, fate took an unexpected turn in 2014. The Shroud faced destruction, and with it, Consus' consciousness appeared to be lost forever.

KEY OBJECTIVES

> 1 - INFILTRATE THE BURH AND AVOID DETECTION

The first goal of the Witnesses is to enter Warwick Burh without being noticed. There are a few different ways to achieve this. The Witnesses could disguise themselves as traders and enter through the main gate, or pose as soldiers hired by the Order of the Ancients. Another way could be to convince a villager to let them hide in a supply wagon full of straw to be brought into the burh. For a more direct approach, the Witnesses could climb the walls, or stealthily cross the bridge leading to the main gate and eliminate any guards stationed there.

CHALLENGES

> **Guards at the gate.** 5 men guard the only gate into the burh. They are part of a contingent of two dozen mercenaries hired by the Order of the Ancients.

> **Guards on the walls.** The remaining mercenaries patrol the burh's walls. The fortified location is quite extensive, and the men seem insufficient to cover it without keeping a significant distance between each other.

WEAKNESSES

> **Mercenaries will be mercenaries (minor).** The Witnesses might try to offer the mercenaries a better deal than the one they struck with the Order of the Ancients, or attempt to bribe them with spirits. If they do, any Social **check** made to try convincing the guards to let them enter the fortress and overcome the ***Guards at the gate*** Challenge has 1 **Free Raise**.

> 2 - FIND THE SHROUD

Once they enter the compound, the Witnesses must find the artifact. It is hidden in a secret garret at the top of the river-facing tower. Aleksi, the local leader of the Order of the Ancients, has been locked in there for days, studying the artifact.

6 of the Order's soldiers are patrolling the courtyard, clearly bored. 2 more stand by a tall door into the main building, wherein a group of visiting merchants and the remaining members of the Order of the Ancients are enjoying a sumptuous banquet. The feast presents an excellent opportunity to spy on the affairs of the Order of the Ancients. The Witnesses might take a guard or diner away from the main hall to interrogate them, hide in the shadows to spy on a crucial conversation, or infiltrate the upper floors to search parchments left in the dormitory rooms.

CHALLENGES

> **Courtyard patrol.** The soldiers in the courtyard look bored, but they've been well-paid and stand ready to fight any intruders, particularly any Hidden Ones who might show up.

> **The Banquet.** Merchants and off-duty soldiers are indulging in food and wine in the main hall. Confident in the safety of the burh, they are relaxed and off guard. Here it is possible to discover that Aleksi has been locked up for days in the river-facing tower, along with his "cursed treasure." Those who have brought him food describe him as intent on writing tirelessly and doing "calculations". They are sure they heard him talking to someone, even though they saw nobody else in the room.

WEAKNESSES

> **Eagle Vision (minor).** Characters exploring the upper floors who activate the *Eagle Vision* Skill can sense the presence of something powerful coming from "above".

> **Animal Companion (major).** Witnesses who activate their *Animal Companion* Skill to explore the rooftops or the wall's walkway can sense the presence of the Shroud coming from the river-facing tower's attic.

Special (The Voices). Every time characters activate their *Eagle Vision* Skill while in range of the Shroud of Eden, they hear a cacophony of voices piling up at the back of their mind, making it difficult to concentrate and interact with others. This effect lasts as long as the characters are within the burh walls and the Shroud of Eden is in Aleksi's possession. While the effects last, each **Wits** and **Social** **check** made by the Witness requires 1 **Raise**.

> 3 - RECOVER THE SHROUD OF EDEN

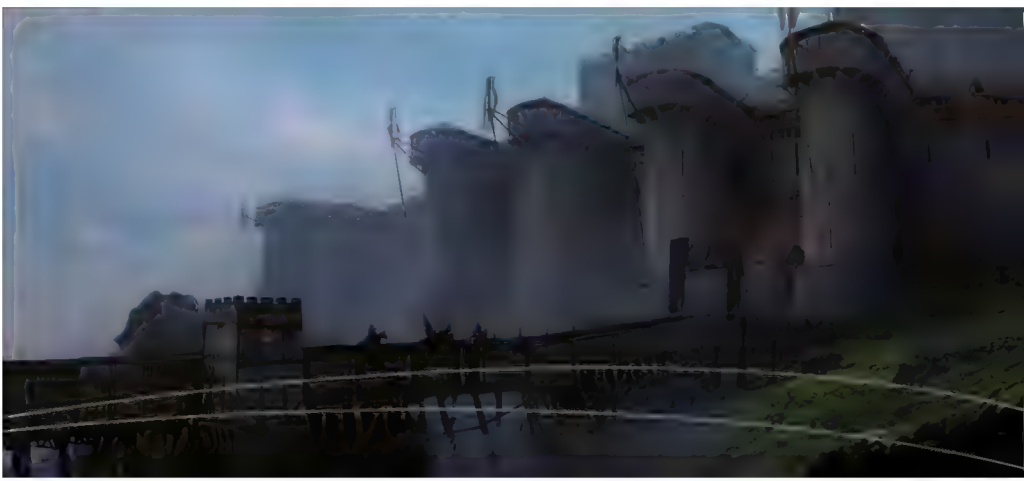
The Shroud of Eden worn by Aleksi houses the conflicting fragments of two different copies of Isu consciousnesses: Juno and Consus (see **Shroud Of Eden #Unknown_1**, page 64). Both entities vie for possession of Aleksi. While Consus tries to communicate with the Descendants across the Animus, asking them to destroy the Shroud of Eden, Juno seeks only the subjugation of the human race.

As the Witnesses climb towards the top of the tower, they can hear Aleksi talking to someone and a frantic, stone-scratching noise.

The room is lit by burning braziers. The floors and walls are covered entirely with symbols, numbers, and complex calculations written using charcoal or scratched into the stone. A man wearing a golden shroud over his shoulder is writing on the rock wall with blood, using what's left of his forefinger, worn down to the bone. He turns to you with eyes veiled by cataracts while his injured finger heals with unnatural vitality.

Expressionless, he speaks with a male voice that resonates as if distorted and amplified by a repeater: "Eventually, you arrived as calculated, Wolf-kissed. However, I speak to the one who's with you but is not here... this must be stopped... you mustn't let them have it! She must be sto—!"

The voice abruptly stops. Aleksi's eyes light up with an iridescent glow, and a female voice thunders, sweeping you like a storm's gust. "Hopeless you are... pawns in my hands. And you – Consus – are lost, nothing but a remnant, an error... like those who will die here, tonight!" With these words, Aleksi takes up his weapons and lunges at you with extraordinary speed.



CHALLENGES

To adjust the scene based on the Witnesses' plans, in addition to those proposed here, you can add any suitable Challenge from the previous two Key Objectives.

- **Call for Consus.** A Witness can try to rally Consus, stopping Juno from possessing Aleksi. In this case, the character must make a **Wits** or **Social** **check** with 2 **Raises**. On a success, Consus invites the characters to take the Shroud of Eden from Aleksi's shoulders — Aleksi then collapses to the ground in a semi-comatose state.

- **Wake Up Aleksi.** A Witness can try to bring Aleksi back to his senses, or to strengthen his resolve to fight off Juno's possession. In this case, the character must make a **Social** **check** with 1 **Raise** . On a success, Aleksi regains control of his own actions. However, the soldier's mind is already consumed by the inconsistent and fragmentary incursions of the two Isu consciousnesses, and he will try to put an end to "the voices" in any way possible. At this point, in order to take the Shroud from him, 2 or more characters must make an **Action** **check** with 1 **Raise**. On a failure, the Shroud of Eden triggers the ***Shroud's Overheating*** Setback.

Special. As long as he wears the Shroud, Aleksi can't be surprised and instantly regenerates any wounds suffered meaning that he can't be injured or killed. While Juno possesses Aleksi, the soldier attacks with supernatural speed and strength. All Witnesses must make an additional **Reaction** **check** to dodge or parry and fight back at the end of each **Approach check**.

WEAKNESSES

- **Apple of Eden (minor).** A Witness in possession of an Apple of Eden can use it to bolster the mind of Consus. In this case, the **Approach check** made to overcome the ***Call for Consus*** Challenge requires no **Raise**. Also, the ***Wake Up Aleksi*** Challenge doesn't trigger the ***Shroud Overheating*** Setback on a failure.

- **Sword of Eden (major).** A Witness using a Sword of Eden may be able to bypass the Shroud of Eden's protection and injure Aleksi effectively. In this case, the Witnesses can defeat Aleksi with 2 separate **Action** **checks** with 1 **Raise**.

SETBACKS

A SUSPICIOUS GUARD (MINOR)

One or more guards notice something's not quite right and start investigating.

ARCHERS (MINOR)

Arrows start raining down from the burh walls. The Witnesses must make a **Reaction check** to avoid being injured.

GENERAL ALARM (MAJOR)

Shouts of alarm resound from Warwick's buildings, walls, and towers. All available soldiers converge on the Witnesses' position. For the rest of the Sequence, all Witnesses must make an additional **Reaction check** to dodge or parry and fight back enemies at the end of each Scene.

SHROUD'S OVERHEATING (MAJOR)

The ***Shroud of Eden #Unknown_1*** overheats, releasing a tremendous force wave that hits everything nearby. Witnesses caught by the wave must make a **Reaction check** with 1 **Raise.** The Shroud may also cause the tower to collapse.

NOTABLE NPCS

Aleksi

Description: Tall and beefy, with scars all over his arms and face, Aleksi is a captain of the Order of the Ancients operating in England. Before losing his mind to the Shroud, he used to be a ruthless commander, taking pleasure in hunting down and executing as many Hidden Ones as possible.

▸▸ PIECES OF EDEN

> SHROUD OF EDEN #UNKNOWN_1

Known Owners: Unknown, Aleksi

Current Status: Unknown

The Shrouds of Eden (see page 185 of Assassin's Creed - Animus Handbook) are rare artifacts with mysterious healing capabilities whose earliest appearance can be traced back to Greek mythology. This specific Shroud represents one of Juno's first failed experiments to clone the technology developed by Consus. The result is a Shroud of Eden that maintains the original's extraordinary healing properties, significantly improving the wearer's physical faculties, but retains fragments of the consciousnesses of the Isu Consus and Juno. Both consciousnesses can speak with the wearer and attempt to possess them. For this reason, wearing the Shroud of Eden can be dangerous, eventually leading to insanity and death.

While wearing the Shroud, you gain the ability to regenerate and heal from physical wounds. Once each Sequence, you can activate it to recover from **Snags** as if resting in a safe place and you obtain exceptional strength, gaining 1 **Free Raise** whenever you make a brawn-related **Action** or **Reaction** **check**. Additionally, you constantly hear voices opposing each other, causing your mind to fog. Every **Wits** and **Social** **check** you make requires 1 **Raise**. Also, if you suffer a **Snag** to your **Wits** or **Social** **Approach**, you immediately become **Broken**, and Juno or Consus might take possession of your body.

SECTION 5-0

ALTAÏR IBN-LA'AHAD

"There is no greater glory than fighting to find the truth."

- Altaïr Ibn-La'Ahad

"I, Altaïr, was born into a lineage of Assassins, destined to follow the path of the Creed. I ascended the ranks swiftly, achieving the esteemed title of Master Assassin at a mere twenty-five years of age. My accomplishment marked me as the youngest ever to attain such a position at that time.

Amidst the chaos of the Third Crusade, a sacred mission was bestowed upon me. I was entrusted with acquiring an ancient artifact known as the Apple of Eden, the Templar Treasure hidden behind the walls of Jerusalem. However, blinded by my arrogance I deviated from the principles I held dear, breaching all three tenets of the Creed. My actions led to the exposure of the Assassin community in Masyaf, leaving them vulnerable to a devastating Templar assault.

As a consequence of my transgressions, I was swiftly demoted to the lowly rank of Novice. My honor was tarnished, and I sought to atone for my grievous errors. To reclaim my place among the Brotherhood I embarked on a perilous journey to stop the Templars from seizing control of the Holy Land. It was a treacherous path, one that required me to skillfully manipulate both the Saracens and the Crusaders, pitting them against each other, like pieces on a grand chessboard.

While I was unraveling this intricate web of deceit and manipulation, I encountered a shocking revelation — my trusted Mentor Al Mualim was in league with the Templars. He sought to har-

ness the power of the Apple for his own, nefarious purposes. To protect the Creed and preserve the delicate balance of power, I had no choice but to confront him. Al Mualim fell by my blade, and the Apple was retrieved, unveiling the hidden locations of other Pieces of Eden scattered across the globe.

In time, age and experience brought me wisdom, and I ascended to the position of Mentor within the Levantine Brotherhood. Driven by my newfound understanding, I initiated a series of reforms, transforming the Brotherhood into a more egalitarian and inclusive organization. I dedicated considerable time to the refinement of our equipment and delved deep into the secrets hidden within the Apple of Eden.

I compiled my vast knowledge and insights into a meticulously encoded collection I named the Codex. it contains a wealth of wisdom gleaned from the experiences of my life, as well as the profound knowledge imparted by the Apple. This invaluable resource chronicles my journey and may serve as a beacon of guidance for future generations of Assassins.

Thus, I, Altaïr, through trials and tribulations, evolved from a young and headstrong Assassin to a wise and revered Mentor. My legacy lives on in the reforms I instituted, the Codex I crafted, and the profound impact I left upon the Creed. May the wisdom and knowledge I have gathered guide those who come after me, and may the Brotherhood forever remain a beacon of hope in the eternal struggle against the forces that seek to control and oppress humanity."

ALTAÏR IBN-LA'AHAD	
DATES:	1165 - 1257 CE
LOCATION:	Masyaf, Syria, China
TIME FRAME:	The Levant
AFFILIATION:	Levantine Brotherhood
KEY ALLIES:	Maria Thorpe (wife), Darim and Sef (sons), Malik Al-Sayf
MAIN OPPONENTS:	Robert de Sablé, Abbas Sofian, Al Mualim, Genghis Khan

ADVENTURE HOOKS

The following narrative seeds can be used by the Reader to develop Simulation Sequences set in the Time Frame appropriate to Altaïr:

1. Rumors from the mountain villages west of Masyaf tell of strange, awful barks in the night and of cattle disappearing mysteriously, leaving only trails of blood. Recently, even some children have disappeared from their beds. The few eyewitnesses tell of a humanoid demon with the head of a hyena and hypnotizing yellow eyes.

2. A high-ranking Templar is visiting Jerusalem, providing an opportunity for the Assassins to eliminate this key figure and whoever he's come to the Holy Land to make a deal with. However, the target is kept under strict surveillance. The Witnesses must find a way to bypass the Templar guards and complete the assassination undetected.

3. A fellow Assassin has recently gone rogue and is now working with the Templars. The Witnesses are tasked with locating and killing their former ally. However, they will soon discover that not all is what it seems. Misleading information about the supposed treachery was orchestrated by a Templar double agent within the Brotherhood's ranks.

4. The Witnesses intercept a coded message indicating the presence of a secret Templar training facility in Damascus. The Witnesses must gather intelligence and launch an audacious raid on the facility to destroy the Templar forces while they remain few in number.

5. A powerful and mysterious individual has appeared in Acre, claiming he has come into possession of ancient, divine knowledge that allows him to heal the needy. The Witnesses are tasked with determining the truth behind his claims and the possible presence of a Shroud of Eden.

SIMULATION SEQUENCE: THE "BEARING HEAVEN" TEMPLE

TIME FRAME: The Levant

LOCATION: Pagoda of Chengtian Temple,
Western Xia (China) - 1227 CE

STARTING SYNC LEVEL: 55% (3 Key Objectives)

DESCRIPTION: Genghis Khan, the Mongol warlord, dies at the hand of the Brotherhood who correctly believed that his conquests were also due to a powerful Piece of Eden (***Sword of Eden #2***) that allowed him to enslave and conquer half the world. After the deed, Altaïr hides in the Pagoda of Chengtian Temple (the 'Bearing Heaven' Temple), where a group of Tangut monks and a couple of former Assassins give him shelter. All the while, the formidable general Tolui Khan, Genghis Khan's fourth and youngest son, dispatches mounted troops to find his father's assassins.

Altaïr and his companions must rest before leaving the Temple at the crack of dawn, carrying the Sword with them. Unfortunately, they don't know that several of the monks are secretly spying for Genghis Khan.

It's been a long and exhausting ride. You were sure that you spotted the Khan's horsemen behind you a few times, but you're confident you lost them before you reached the sanctuary of the temple. You are gathered in a warm hut at the foot of the towering pagoda, enjoying a flower-scented tea at the end of a humble but invigorating meal. The monks were more than hospitable, and you've been chatting amiably with Shengtong, the beautiful Assassin who appears to be running the kitchen. You told her all about what happened in Xingqing, but now fatigue begins to weigh upon your eyelids. As the sky darkens and the birds stop singing, you all fall asleep, one by one.

KEY OBJECTIVES

> 1 - EVADE THE TRAP

Shengtong plans to capture Altaïr and his companions and hand them over to General Tolui Khan – along with the Sword of Eden. She has drugged their tea, but other monks come to their aid.

Something is wrong. The nearby voices are muffled, and your eyelids weigh like lead. All images are but blurs. The monks' robes move before you, leaving long and indefinite trails behind them, like strokes of a too-damp watercolor brush. Two monks splash your faces with cold water, shaking you and shouting in alarm, but you struggle to recover. Shengtong has taken the Sword of Eden from you and entered the Pagoda, and sent her traitorous monks back to deal with you.

CHALLENGES

> **Assassin Monks.** Traitorous monks have been sent to deal with the Witnesses.

> **Poison.** Shengtong drugged the Witnesses with a natural sedative. All Witnesses start the Sequence with their **Action Approach** Snagged. The Witnesses can examine the kitchen to find out what herbs they've been drugged with and prepare a common antidote. In this case, the characters must make a **Wits check** with 1 **Raise**.

WEAKNESSES

> **Eagle Vision (minor).** A Witness can activate their *Eagle Vision* Skill to enhance their chances of preparing an antidote. In this case, the Witness' **Wits check** to overcome the ***Poison*** Challenge requires no **Raise**.

> **Eagle Sense (minor).** A Witness that defeats a monk can activate their *Eagle Sense* Skill to have a vision of that monk preparing the poison with Shengtong. In this case, the Witness immediately acquires all the knowledge needed to overcome the ***Poison*** Challenge.

> 2 - PREVENT SHENGTONG FROM SIGNALING THE MONGOLS

Shengtong has taken the Sword of Eden and is climbing to the top of the pagoda to light a large beacon. Troops loyal to the Khans are waiting nearby for a sign. The pagoda is guarded by a group of traitorous monks trained in the arts of the Brotherhood, making them deadly opponents.

The pale moon shines in a clear sky, illuminating the temple entrance, where a few traitorous monks stand guard. A dim orange glow from Shengtong's torch can be seen climbing further up the tower. You might still have time to stop her from lighting the beacon on the top floor, but you must hurry.

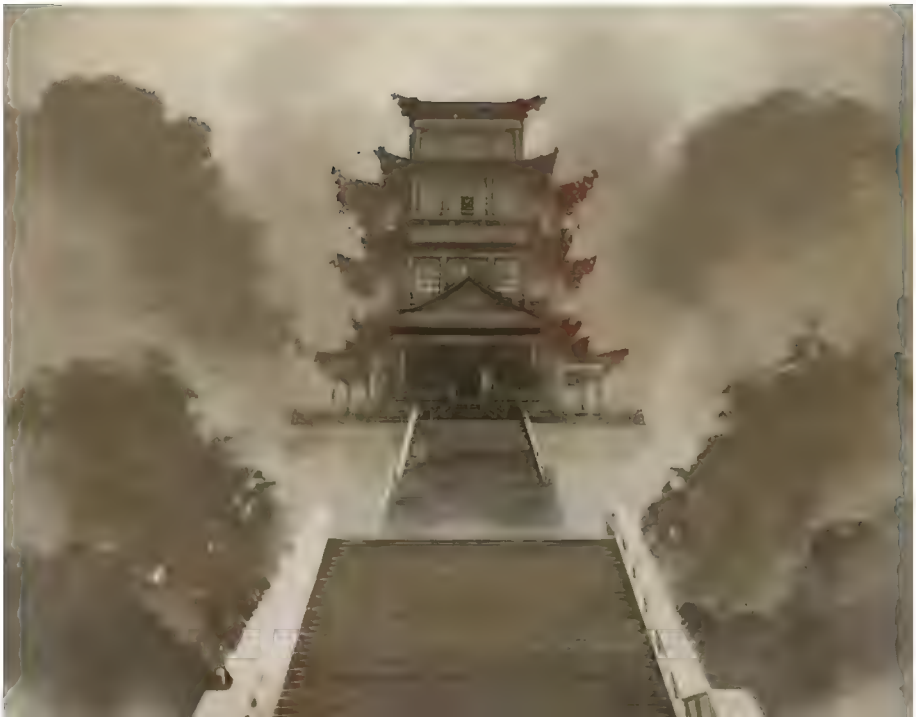
CHALLENGES

> **More Assassin Monks.** Monks armed with shaolin spades stand ready to engage anybody who tries to enter the temple.

> **Climbing the Pagoda.** In order to climb the pagoda's walls before Shengtong lights up the brazier, a Witness must make an **Action check** with 2 **Raises.**

WEAKNESSES

> **Surprising Shengtong (minor).** If the Witnesses succeed in remaining undetected until they reach the top of the Temple, Shengtong has no reason to hurry. In this case, a Witness can make a **Stealth check** with 1 **Raise** to overcome the ***Climbing the Pagoda*** Challenge.



> 3 - RECOVER THE SWORD OF EDEN

The Witnesses might reach the top of the pagoda before or after Shengtong has lit the beacon. As soon as Shengtong notices them, she sets the entire top floor ablaze, before escaping through a window with a Leap of Faith.

The wind blows harder on the top floors of the pagoda and howls as it passes from one window to another. Time is of the essence, as you do not know how many of the Khan's troops could be stationed in the surrounding territories.

Special: Thanks to the Sword's powers, Shengtong can hurl beams of energy and teleport a short distance at will. Thanks to this last power, any **Action check** made to hurt her in combat requires 1 additional **Raise** or the joint effort of 2 or more Witnesses.

CHALLENGES

- **Fire Trap.** When Shengtong sees the Witnesses, she uses the strength granted her by the Sword to overturn the beacon and set the whole floor ablaze. This hinders the Witnesses' pursuit.

- **Leap of Faith.** In order to pursue Shengtong, a Witness must follow her by making a Leap of Faith with a successful **Action check** with 1 **Raise**.

- **Fight Shengtong.** Shengtong is a formidable opponent and even more so with the ***Sword of Eden #2*** in her hand.

WEAKNESSES

- **No Safe Landing (minor).** If the Witnesses notice the large straw pile on the opposite side of the pagoda, they can move it, preventing Shengtong from escaping the tower with a Leap of Faith.

- **Deadly Landing (major).** The Witnesses may decide to sabotage the straw pile. In this case, when Shengtong performs her Leap of Faith, she falls badly, possibly even killing herself in the attempt (based on how devious the Witnesses were in sabotaging it).

SETBACKS

TIME IS RUNNING OUT (MAJOR)

If the Witnesses spend too long catching up with Shengtong (due to bad rolls, tactical mistakes, or spending too long questioning monks or searching the camp) the time at their disposal becomes increasingly tight. In this case, all **Approach checks** made to reach her require 1 additional **Raise** and the Witnesses lose 1 **Sync level**

BOLT OF ENERGY (MINOR)

An energy beam leaps from the ***Sword of Eden #2*** towards the Witness. The Witness must make a **Reaction check** to dodge the energy bolt.

SMOKE (MINOR)

A pall of smoke fills the air, causing the eyes of the Witness to water and making breathing difficult. For the rest of the Sequence, all **Wits checks** require 1 additional **Raise**.

ON FIRE! (MAJOR)

The clothing of the Witnesses catch fire. Until the Witnesses extinguish the flames, all their **Approach checks** require 1 additional **Raise**.

NOTABLE NPCS

SHENGTONG

DESCRIPTION: Shengtong is a beautiful, middle-aged woman with long, dark hair, a deep scar under her left eye, and a missing ring finger that reveals her former affiliation to the Brotherhood. She was once a formidable Assassin, but was driven to the edge of insanity when the Brotherhood prevented her from avenging her partner's death to serve a higher purpose. She was sent to Chengtian Pagoda to train and learn from a former Assassin, a wise man named Wu. Shengtong's implacable thirst for vengeance soon turned to resentment. When the war came, she allied with the Khanate. Wu discovered her betrayal but before he could warn the Brotherhood she ruthlessly cut him down. Shengtong has been secretly training other monks in the ways of the Assassins for General Tolui Khan.

▸▸ PIECES OF EDEN

> SWORD OF EDEN #2

KNOWN OWNERS: Genghis Khan, Hülegü Khan

CURRENT STATUS: Unknown

Forged by the skilled hands of Hephaistos, this Sword of Eden crafted in the shape of a saber emerged as a formidable weapon during the War of Unification. The sword found its way into the hands of renowned leaders such as Genghis Khan and his successors. Like its counterparts, this Sword of Eden granted extraordinary powers to its wielder, while also enhancing their innate charisma and leadership qualities.

While wielding the Sword of Eden #2, you gain the ability to hurl beams of energy and teleport a short distance at will. Also, whenever you make a **Social** **check** while wielding the Sword you have 1 additional **Raise**.

SECTION 6-0

EZIO AUDITORE

"When I was a young man, I had liberty, but I did not see it. I had time, but did not know it. And I had love, but I did not feel it."

- Ezio Auditore

"All my life, a fire of passion blazed in the depths of my soul, an energy that pushed me along an extraordinary path that eventually transformed me from a carefree youth into a respected leader among the noble Assassins. I was born into a family intertwined with the Brotherhood, but I wasn't aware of this heritage until my seventeenth year. It was then that the specter of tragedy fell upon us, when my father and brothers met their untimely demise at the merciless hands of executioners.

I was rescued by my wise and noble uncle, Mario, who extended his guiding hand and welcomed me into the fold of the Assassins in the peaceful refuge of Monteriggioni. There, I learned the ways of our esteemed order under his watchful gaze, honing my skills and expanding my knowledge. Alas, that serene interlude didn't last, as we were soon besieged by the insidious Borgia, a powerful family owning its allegiance to our sworn enemy, the Templar Order. In their ruthless quest for power, they took the life of my dear uncle and wrested an Apple of Eden from our protective custody.

Fueled by an unyielding determination to resist the corrupting influence of the Templars in Rome, I brought new companions to our cause. For many years, I poured my heart and soul into dismantling the Borgia's iron grip on the city, sparing no effort in liberating its people from their clutches.

Yet, my ambitions extended far beyond the confines of Italy. A thirst for knowledge consumed me, compelling me to undertake a monumental task: the search for and reassembly of the scattered pages of Altaïr Ibn-La'Ahad's Codex. I embarked on this quest to enrich the Brotherhood's techniques and uncover lost wisdom. The journey

took me to the vast expanses of the Middle East, where I faced a desperate race against the Templars, as they too vied to possess the fabled treasures concealed within Altaïr's long-lost library.

In the year 1512, standing at the threshold of that sacred library, I felt anticipation ripple through my veins. However, what lay inside defied my expectations. No volumes awaited, only the remnants of Altaïr himself, the lingering echoes of the Apple of Eden, and a Memory Seal etched with his final recollections.

With trepidation, I activated the Apple, unearthing its hidden truths. In that moment, a message from the enigmatic Precursors revealed itself, casting a blinding light on my purpose. I, Ezio Auditore da Firenze, recognized my role as a conduit between these ancient beings and a future generation of Assassins. It became clear that destiny had chosen me to transmit knowledge and vital information from one era to the next. Overwhelmed, I meticulously transcribed my experiences and the profound message from the Precursors onto the sacred pages of the Prophet's Codex.

Upon my return from the Masyaf library, I made a solemn decision. I chose to withdraw from the active duties of the Brotherhood, finding solace and love in the embrace of Sofia Sartor, a remarkable woman who had captured my heart. Together, we chose a life free from the shadows, raising a family and savoring the tranquility that had long eluded me. Although my days as an active Assassin had drawn to a close, the flame of passion and purpose continued to burn brightly within, forever reminding me of the extraordinary odyssey that had shaped me into the man I had become."

EZIO AUDITORE	
Dates:	1459 - 1524 CE
Location:	Italy
Time Frame:	Italian Renaissance
Affiliation:	Italian Brotherhood
Key Allies:	Mario Auditore, Claudia Auditore, Sofia Sartor, Leonardo da Vinci, Bartolomeo D'Alviano, Niccolò Machiavelli, Caterina Sforza, La Volpe, Yusuf Tazim, Lorenzo de' Medici, Suleiman I, Piri Reis
Main Opponents:	Rodrigo Borgia, Cesare Borgia, Juan Borgia, the Pazzi family, the Barbarigo family, Prince Ahmet, Manuel Palaiologos

ADVENTURE HOOKS

The following narrative seeds can be used by the Reader to develop Simulation Sequences set in the Time Frame appropriate to Ezio:

1. An unknown artist of unparalleled genius who signs his work only as "The Open Eye" creates incredible paintings concealing hidden messages that are said to lead to an unknown Precursor vault. The Witnesses must infiltrate the artistic salons of Venice, uncover the artist's true identity, and decode the paintings to find the vault before the Templars do.

2. The Witnesses explore a long-forgotten sanctuary in the Roman countryside. As they prowl its ancient halls, they uncover its history, revealing the legacy of a secret circle of guardians founded by Romulus: the Shields of Mars. Intriguingly, this circle shared many principles with the Assassin Brotherhood. Empowered by this knowledge, the Witnesses embark on a quest to retrieve a Piece of Eden, fortifying the Brotherhood's foothold in the region while uncovering the truth behind Romulus and his connection to the Assassins.

   This adventure hook can be used as an expansion Sequence to the Sword of Mars campaign in the Assassin's Creed: Forging History *book 15.*

3. A deadly tournament is held in Rome, attracting skilled combatants from Italy – and beyond! The Witnesses are invited to participate but soon discover that the event is secretly a front for recruitment into the Templar Order. They must participate in the deadly matches to discover the Templar plot and free some of the captured fighters used as bait.

4. A prominent member of the Medici family has gone missing in Florence, and rumors suggest their abduction is linked to the Templar Order. The Medici hire the Witnesses to investigate, providing the first in a long trail of clues that will uncover a conspiracy that threatens to destabilize the ruling family and Florence itself.

5. A band of thieves known as the "Merletti Neri" has stolen a Precursor Relic from the Brotherhood's hidden vault in Monteriggioni. The Witnesses must track down the thieves, recover the artifact, and unravel the connection between the thieves and the Templars.

SIMULATION SEQUENCE: TEMPLAR RAID AT GINESTRA FIORITA

TIME FRAME: Italian Renaissance

LOCATION: Ginestra Fiorita, Rome, Italy - 1504 CE

STARTING SYNC LEVEL: 70% (2 Key Objectives)

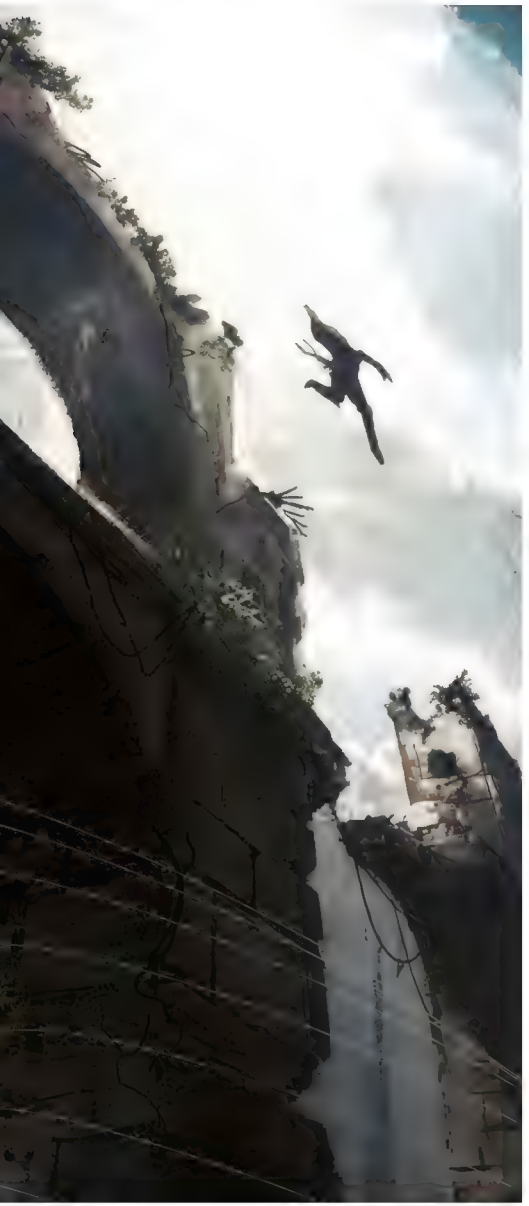
DESCRIPTION: A few days ago, the efforts of the Brotherhood in the territories bordering Rome led to the recovery of a Piece of Eden — a Precursor relic (a Memory Seal) buried in a ruin of an Etruscan temple dedicated to the god Laran. The information hidden in this relic must not fall into the hands of the Templars. Bella, a young initiate, is transporting the Piece of Eden to Rome and has arranged a secret meeting with Ezio Auditore at one of the Brotherhood's hideouts. The Ginestra Fiorita is a brothel belonging to Madame Rosa, and is used as a base of operations for a cell of Assassins led by Ezio Auditore himself. Before the meeting can start, the building is attacked by a group of Templars who seem to have been warned of the activities of the Brotherhood.

The Ginestra Fiorita is a two-story building with a well-kept and decent appearance, located in one of the wealthiest districts of Rome. Its balconies are decorated with ginestre, broom flowers, whose bright yellow elegantly matches the gooseberry color of the curtains embellishing the structure both inside and out. As soon as you enter, the scent of fruity and floral essential oils hits you, almost as much as the beauty of Madame Rosa's workers. A young, long-haired boy named Michele leads you to a sumptuous waiting room, offering you seasonal fruit and fresh water while you make yourself at home. Before you can enquire whether Bella has arrived yet, the doors of the Ginestra Fiorita are smashed open by attacking soldiers! In a matter of seconds, the calm of the brothel has been shattered.

KEY OBJECTIVES

> 1 - DEFEAT THE ATTACKERS

Swordsmen carrying torches burst through the front doors, swiftly setting alight to the curtains and carpets. You must defeat them quickly before everything burns down.



CHALLENGES

> **Swordsmen.** The attackers engage anyone who crosses their path, not making distinctions between you, patrons and workers. To save anyone targeted by them, the Witnesses must make at least 2 **Approach checks** with 1 **Raise**.

> **Crossbowmen.** 2 groups of crossbowmen wait outside the building, shooting at anyone trying to escape. To eliminate them all, the Witnesses must make at least 2 separate **Approach checks**.

WEAKNESSES

> **Weakness (minor).** The brothel holds ample stocks of perfumes and essential oils. They are highly flammable. If the Witnesses throw them at the attackers, any **Approach check** to overcome the ***Swordsmen*** Challenge has 1 **Free Raise**.

> 2 - BRING EVERYONE TO SAFETY

Smoke and intense heat envelops the building. The attackers are all dead or have departed, but someone remains still trapped upstairs.

The flames are devouring the intricate wooden furniture, the precious silks draped on the mannequins, and the majestic gooseberry-colored curtains, quickly enveloping everything. The scent of essential oils has been replaced by dense smoke that chokes and blinds you. A supporting beam collapses over the brothel's main entrance, dividing you from the remaining soldiers outside, but also cutting off your escape. You know that there is a door out onto the roof, but the flames are already licking up the stairs. As you look for an alternative way out, you hear someone calling for help from upstairs.

CHALLENGES

> **Debris Blocking the Way.** The stairs are starting to collapse in the fire. You need to find a different way to reach the second floor.

> **Flash Point.** If they don't take specific precautions, when the Witnesses open the door leading to the room whence the call for help comes, a burst of flames threatens to envelop them. In this case, the Witnesses make a **Reaction check**. Bella lies unconscious in a corner, the Piece of Eden held tight in her hands.

WEAKNESSES

> **Wet Blanket (minor).** If a Witness uses water to wet their clothes or wets fabric to cover themselves with, they will be protected against the intense heat. Any **Approach check** made to face the flames has 1 **Free Raise**.

SETBACKS

AN INNOCENT IS KILLED (MINOR)

One of the patrons, a servant or a brothel worker, is slain. If a number of innocents equal to the number of Witnesses are killed, the Witnesses lose 1 **Sync level**.

FALLING DEBRIS (MINOR)

A piece of burning wood falls from the ceiling. The Witness must make a **Reaction check**.

FLYING BOLTS (MINOR)

Crossbow bolts start flying left and right. The Witness must make a **Reaction check** to avoid being injured.

SMOKE (MINOR)

Smoke fills the air, making the Witnesses' eyes water and causing difficulty breathing. For the rest of the Sequence, all **Wits checks** require 1 additional **Raise**.

ON FIRE! (MAJOR)

The clothing of the Witnesses catch fire. Until the Witnesses extinguish the flames, all their **Approach checks** require 1 additional **Raise**.

NOTABLE NPCS

BELLA	
DESCRIPTION:	Bella is a smart and sassy young initiate, who worked as an accountant for Madame Rosa's various establishments.

▸▸ PIECES OF EDEN

> MEMORY SEAL

Known Owners: Unknown

Current Status: Unknown

The Memory Seal is an obscure Precursor relic, apparently capable of storing recorded memories. The small, circular object seems made of wrought metal and stone, resembling ancient Phaistos Disks, featuring symbols, stylized icons, and geometrical shapes.

For more information about Precursor Relics, see page 186 of the *Assassin's Creed - Animus handbook.*

SECTION 7-0

SHAO JUN

"No one can stop me in my hunt."

- Shao Jun

"I, Shao Jun, shall recount the tale of my life.
I was born into the bonds of royal captivity, destined to become an imperial concubine. I was esteemed for my agility and discretion, and during my travels as a companion to Emperor Zhengde, my talents were honed in the art of espionage. Little did I know that his demise would reveal a secret war between the Templar faction known as the Eight Tigers and the Brotherhood of Assassins.

At the tender age of sixteen, I was liberated from my gilded cage by the Assassins, forever grateful to those who had delivered me from my plight. Immersed in the ways of the Brotherhood, I vowed to return and liberate my fellow concubines from their chains. But, alas, I arrived too late, for the cruel hand of the new emperor had tortured and extinguished the lives of most, revealing his sadistic nature to the world.

The Emperor Jiajing unleashed a ruthless campaign to obliterate the Brotherhood in China, aided by the treacherous Eight Tigers led by the cunning Zhang Yong. Many of my brethren were killed, forced into hiding or compelled to flee to foreign lands for their safety. Determined to find new allies, I embarked on a perilous journey to Italy, where I sought the counsel of the legendary Ezio Auditore, who had retired from active duty in 1524. His sage advice guided me on the path to rebuilding the Brotherhood in my homeland.

Two years later, armed with newfound knowledge and resolve, I returned to China, embarking on a mission to eliminate the Eight Tigers. One by one, their reign of terror crumbled before my unyielding blade. With each life extinguished, the Chinese Brotherhood grew stronger, and I, Shao Jun, ascended to the honored position of Mentor, guiding my fellow Assassins with unwavering determination.

At the culmination of my crusade, I struck with precision and cunning, ensuring the demise of Emperor Jiajing, whose reign of tyranny had plagued our land for far too long. The Chinese Brotherhood stood tall once more, the flame of justice burning brightly in our hearts."

SHAO JUN	
Dates:	1505–unknown
Location:	China
Time Frame:	Ming Dynasty
Affiliation:	Chinese Brotherhood
Key Allies:	Zhu Jiuyuan, Wang Yangming, Ezio Auditore
Main Opponents:	Jiajing, Zhang Yong

ADVENTURE HOOKS

The following narrative seeds can be used by the Reader to develop Simulation Sequences set in Time Frames appropriate to Shao Jun:

1. A powerful merchant, rumored to be a spy for the Order, is consolidating his power in China through the silver trade with European Templar affiliates. The Brotherhood sends the Witnesses to infiltrate his palace, uncover his secret alliance to the Order, and assassinate him to prevent the western Templars from entering the region.

2. A hidden sanctuary, believed to hold a legendary treasure and ancient knowledge, has been discovered in the remote Lingtong Temple, in the Fujian Province. The Witnesses are tasked with exploring the sanctuary, battling an Isu guardian, and discovering a secret message left by the First Civilization.

3. The Witnesses are summoned in Ningbo in north-east Zhejiang province to investigate a series of mysterious assassinations that have targeted some of their key allies. The Witnesses discover a branch of rogue Assassins who have turned against the Brotherhood to side with the Portuguese Rite of the Templar Order. They must thwart their deadly mission, while ensuring the reputation of the Brotherhood remains intact.

4. A legendary sword said to be once wielded by Hulegu Khan, and Genghis Khan before him, has resurfaced in the hands of the Xu brothers – heads of a pirate syndicate – in Shuangyu. The Witnesses must infiltrate the syndicate to steal the sword and prevent its misuse by the pirate lords, whose marauding ambitions threaten to destabilize the whole region.

5. The Witnesses are sent to a war-torn province where two rival factions vie for power. Both sides seek the aid of the Assassins, and the Witnesses must carefully evaluate the political landscape, choosing which clan to support while potentially unraveling a Templar plot to exploit the chaos for their own gain.

SIMULATION SEQUENCE: THE LOST BOX

TIME FRAME: Ming Dynasty

LOCATION: Shangchuan Island, Chuanshan Archipelago, China - 1552

STARTING SYNC LEVEL: 55% (3 Key Objectives)

DESCRIPTION: The Spanish missionary Francis Xavier arrived in China to spread the Jesuit doctrine, but finds himself trapped on Shangchuan Island, 14 km south of the mainland. The island serves as a refuge for Chinese smugglers and a hub for Portuguese traders, offering Xavier a possible means to reach mainland China. Unfortunately, no one has been willing to assist him thus far. To complicate matters further, Xavier gets robbed, with most of his possessions taken by a smuggler who has since fled to Macau.

As rumors about the event start circulating, Shao Jun receives word of a peculiar golden box that the priest fought tooth and nail to protect and was able to keep from his robbers. Believing that this might be the same Precursor Box that her mentor Ezio Auditore entrusted her with more than three decades before, she immediately gathers a crew and sets sail for Shangchuan. But Shao Jun is not the only one seeking the relic: A small contingent of Knights from the Order of Saint Benedict of Aviz, led by a prominent member of the Portuguese Rite of the Templar Order, is also hot on the trail of Francis Xavier. Upon reaching the small chapel where the priest had sought refuge, the Witnesses are met with a grim sight. The chapel has been ransacked, and Francis Xavier lies mortally wounded, surrounded by the lifeless bodies of his fellow missionaries. To their dismay, there is no sign of the artifact they sought; the Knights of Aviz have beaten them to it. An informant brings word that the Knights are leaving for Nagasaki at dawn, aboard a Black Ship. There isn't much time – the Assassins must be quick.

Underneath a sliver of moonlight piercing through the cloudy winter sky, a dense mist drifts across the tranquil waters of Shangchuan's harbor. The sea lies calm and undisturbed beneath the silent glide of your rowboats. The soft glow of dawn begins to illuminate the horizon, so it won't be long before the sailors of the Templars' ship will clamber aboard their rowboats to return aboard and prepare to leave. Time slips away, and Shao Jun recalls the wisdom of her master Zhu Jiuyuan: "Pluck flowers as they bloom, wait and you will have only the twigs." Approaching the Black Ship, the only audible sounds are the gentle lapping of waves and the faint creaking of rigging.

KEY OBJECTIVES

> 1 - BOARDING THE BLACK SHIP

The Black Ship, a carrack, is at anchor off the coast of the Shangchuan Island. The Portuguese will leave for Nagasaki, Japan, soon, and so the Witnesses have little time to board it and fulfill their mission. They must decide whether to hide on the carrack's lower decks and wait for the right moment to stealthily steal the Precursor Box, or to immediately engage the crew and Templars.

CHALLENGES

> **Deck Guards.** Although tired from the long watch of the night shift, a few ordinary seamen still patrol the ship's main deck. Two are equipped with loaded arquebuses.

> **Suspicious Boats.** If the Witnesses don't think to hide their rowboats – for example, by scuttling them before climbing onboard – they automatically trigger the ***We Have Company*** Setback when the Portuguese sailors arrive from the docks.

> **Stowaways on Board.** If the characters prefer to sneak aboard, they will have to take care not to be spotted either by the crew, or by the Knights – João Machado's three bodyguards who guard his cabin. Because of the elite training of Machado's bodyguards, all **Stealth checks** made to escape their surveillance require 1 **Raise**.

WEAKNESSES

> **Portuguese Sailors (minor).** The Witnesses could opt to change their strategy and retreat to the docks, where they blend in among the inebriated sailors still on leave. In this case, the Witnesses overcome the ***Deck Guards*** and ***Suspicious Boats*** Challenges. However, characters might have to make **Social checks** to keep up the charade.

> 2 - ASSASSINATING THE TEMPLARS

Once onboard, the Witnesses discover that below deck, hidden amongst crates of Portuguese wine and rapiers, Chinese silk and porcelain, Japanese lacquerware and katanas, are a dozen crates containing arquebuses, bullets and gunpowder sacks. Nearby, João Machado sleeps in a locked cabin at the ship's stern; two of his bodyguards stand guard outside in the corridor, while a third rests on an Indian sofa inside the cabin.

In the meantime, the sky has brightened and the thick fog has dissipated, allowing the Witnesses to spot an approaching vessel — a huge junk bearing down on the Black Ship. It's hard to tell if it's the Chinese navy, or a pirate ship, but either way it is clear that it is approaching with hostile intent. The crew of the Black Ship springs into action, scrambling to their posts and hastily arming themselves in preparation for the impending confrontation.

CHALLENGES

> **Through the window.** A Witness can reach João Machado's room by climbing the ship's keel and railings. However, the room's windows are sealed shut, and the only way in is by crashing through them, alerting the Templar inside.

> **I don't know you.** With sailors running to their stations, somebody might become suspicious of the Witnesses, especially if they are not in disguise. In the latter case any **Social** **check** made to deceive the counterpart requires 2 **Raises**.

WEAKNESSES

> **Exploiting the Chaos (minor).** If the Witnesses act quickly enough, they can take advantage of the chaos caused by the approaching ship, and surprise the knights at the door, or the third knight with João Machado inside the cabin. In this case, any **Approach check** made to assassinate them has 1 **Free Raise**.

> **Bombing (major).** The firearm crates and gunpowder sacks are right below Machado's room. The Witnesses might choose to blow up the Black Ship and the Templars all in one. However, if the Witnesses use such an approach before stealing the Precursor Box from the Templars, they automatically trigger both the ***Make it Burn*** and ***Lost Treasure*** Setbacks.

> 3 - RETRIEVING THE PRECURSOR BOX

The Precursor Box currently in João Machado's possession is destined for his superior, Gaspar Vilela, who awaits the artifact in Nagasaki. It is crucial that the Witnesses recover the relic and leave the ship before it is sunk during the battle.

An explosion rocks the Black Ship. The assault has begun. A cacophony of shouting voices and clanging blades combines with the sound of bullets hissing past you in the air like angry bees. The wooden planks of the main deck creak under the weight of Chinese sailors as they board the carrack. The Precursor Box must be rescued from the Knights of Aviz, and you have no time to spare.

CHALLENGES

> **Runaway.** Once the assault has begun, João Machado and his bodyguards block the door to the cabin with the furniture, before escaping through the window and climbing down to the captain's jolly boat.

> **The Brotherhood Won't Have It.** The Commander of the Knights of Aviz is willing to let the box sink to the bottom of the sea rather than let the Witnesses take it, while he's still clutching it if necessary.

WEAKNESSES

> **Aye Captain (major).** If a character successfully pretends to be a ship's officer, he can offer to escort Machado to safety (see the ***Runaway*** Challenge), and then calmly take care of him once he's separated from his bodyguards. In this case, the Templar remains paralyzed by the sense of defeat and does not resist.

SETBACKS

WE HAVE COMPANY (MINOR)

Everyone onboard the ship is on high alert and looking out for intruders. Until the end of the Sequence, all **Stealth checks** made to avoid detection require 2 **Raises**.

MAKE IT BURN (MAJOR)

A stray shot causes the gunpowder to ignite and explode. Every Witness in the area must make a **Reaction check** with 2 **Raises**. Also, the Black Ship might start to sink.

LOST TREASURE (MAJOR)

The Precursor Box falls into the waves, disappearing into the thick foam around the boat's keel.

NOTABLE NPCS

João Machado

Description: A young man dressed like a priest, wearing a large, gilt cross decorated with green enamel around his neck. He's a Commander of the Knights of Aviz, and apprentice to the Templar Seneschal Gaspar Vilela (Grand Cross of the Knights of Aviz).

The Knights of Aviz

Description: These elite Knights of the Order of Saint Benedict of Aviz blindly serve their Commander João Machado and are ready to protect his life with their own. They are probably among the best sworders Aviz has ever seen, and they have mastered specific, exceptional tandem tactics to fight together against their enemies.

Special: Dueling with two or more Knights at once will prove extremely challenging. All **Action** checks made to oppose them in combat require 1 Raise.

PIECES OF EDEN

> PRECURSOR BOX

Known Owners: Ezio Auditore, Shao Jun, Zhang Yong, João Machado, Shay Cormac, William Sleeman, Ulysses S. Grant, Anastasia Nikolaevna

Current Status: In the possession of Álvaro Gramática

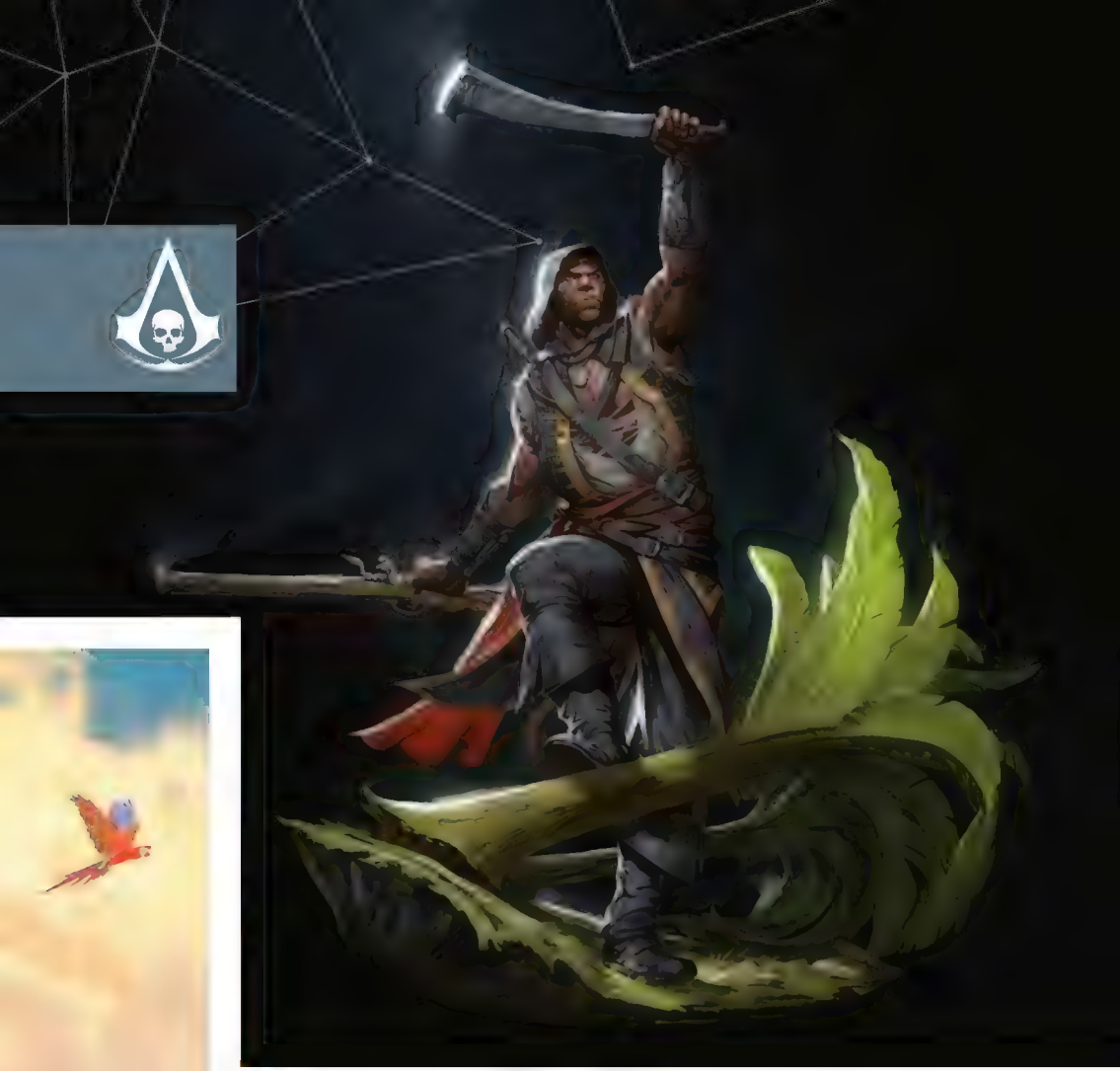
For more information about this Piece of Eden, see page 188 of the *Assassin's Creed – Animus Handbook*.

SECTION 8-D

EDWARD KENWAY & ADÉWALÉ

"I'm not an easy man to call a friend, am I?"

- Edward Kenway



"I was born in Trinidad, a slave from my first breath."

- Adéwalé

"I, Edward Kenway, shall regale you with the tale of my audacious exploits in the treacherous waters of the 1700s. 'Twas my own cunning that led me to the Assassins, by way of impersonating the ill-fated Duncan Walpole, an Assassin I dispatched with little remorse. With the Brotherhood of Assassins at my back, I unleashed the full might of my skills and my ship, the legendary Jackdaw, upon the wretched Spaniards and the conniving British Templars who dared to thwart the glory of piracy in the Caribbean.

In my relentless pursuit of fame and fortune, I uncovered their dark designs to unearth a fabled Precursor site, a place they called the Observatory. 'Twas there that the enigmatic Bartholomew Roberts, a pirate bearing the essence of the Precursor known as Aita, awaited his destiny. Though I embraced much of the Creed and adopted the Brotherhood's fearsome weaponry, I refrained from formally joining their ranks, until the harsh lessons of life threatened to rob me of all I held dear. 'Twas then that I sought redemption, training in the ways of the Assassins.

Having secured a pardon for my piratical escapades, I returned to England, where I ascended to the title of co-leader of the British Brotherhood. I tirelessly hunted down Precursor sites and unearthed valuable knowledge about the elusive Grand Temple. I even discovered the Shroud of Eden, which I deemed too potent for the prying eyes of both Assassins and Templars.

Ever vigilant, I instilled the ways of the Brotherhood in my son, Haytham, from a tender age. The lad was destined to walk the path of an Assassin, guided by my seasoned hand. Alas, fate dealt me a cruel blow, for one ill-fated night, Templar interlopers claimed my life, leaving my beloved daughter, Jenny, in their clutches.

Such was the tale of Edward Kenway, the bold Welsh pirate who sailed the seas, embraced the ways of the Assassins, and met his untimely demise at the hands of his sworn enemies."

EDWARD KENWAY	
Dates:	1693 - 1735 CE
Location:	Caribbean
Time Frame:	Golden Age of Piracy
Affiliation:	British Brotherhood
Key Allies:	Adéwalé, Blackbeard, James Kidd/Mary Read, Benjamin Hornigold, Calico Jack, Ah Tabai
Main Opponents:	Bartholomew Roberts, Laureano de Torres y Ayala, Julien du Casse, Woodes Rogers

"Listen up, mates! Gather 'round and lend an ear as I, Adéwalé, spill me tale of audacity and fury. I was a severe Trinidadian slave, snatched from the clutches of oppression by none other than Edward Kenway himself. I took on duties as his quartermaster on the Jackdaw. Now, let me make it clear from the start. Piracy seemed like the perfect means to disrupt tyranny and control. But deep down, it didn't sit right with me. It felt like dishonest work, a betrayal of me own principles. So, I sought a greater purpose, an' joined the Maroon rebellion in Port-au-Prince, takin' command of the Experto Crede, a cursed slave ship.

Around 1720, I found meself standin' shoulder to shoulder with the West Indies Brotherhood. Trainin' under the watchful eye of the wise Mentor Ah Tabai. I urged Edward Kenway to join our ranks, and after some resistance, he finally saw the light.Serving the Brotherhood was no easy task. I fought tooth and nail against the Templar scum, fendin' off their relentless attacks. I rescued Edward from the clutches of Port Royal's damnation, makin' sure he stayed in the fight, an' stood by the Assassins at the Observatory.

The fires of conflict engulfed the Seven Years' War, an' I stood tall with our French allies. We struck a mighty blow against the British Royal Navy at Louisbourg, earnin' the wrathful gaze of them Templars. Oh, they were thirstin' for our blood, those accursed dogs. But fate had other plans for me. In a chase led by that treacherous Shay Cormac and Haytham Kenway, the Experto Crede was forced to beach, lest me crew face certain death. An' there I stood, facin' off against the combined might of Haytham and Shay, fightin' like a cornered lion.

But alas, it was not to be. They cooperated, distractin' and overpowerin' me with a wicked ferocity. I fell, my blood spillin' upon the earth, my spirit unyielding, even in defeat.Remember the name Adéwalé, me brethren, as a symbol of resistance against oppression!"

ADÉWALÉ	
Dates:	1692 – 1758 CE
Location:	Caribbean
Time Frame:	Golden Age of Piracy
Affiliation:	West Indies Brotherhood
Key Allies:	Edward Kenway, Ah Tabai, Achilles Davenport, Bastienne Josèphe, Augustin Dieufort
Main Opponents:	Marquis de Fayet

ADVENTURE HOOKS

The following narrative seeds can be used by the Reader to develop Simulation Sequences set in the Time Frame appropriate to Edward Kenway and Adéwalé:

1. The pirate Black Caesar is looking for help in Nassau to free a group of shipmates imprisoned in a fearsome slaver vessel. The Witnesses must board the ship, free the captives, and confront the slaver captain in a thrilling battle during a storm on the high seas.

2. The Witnesses unearth a hidden network of liberated slaves active across the Caribbean. However, this newfound community is threatened by an infiltrator working for the Templars. The Witnesses must uncover the infiltrator's identity, expose their treachery, and protect the emancipated people's hard-won freedom.

3. A nameless pirate hunter, driven by a personal vendetta against pirates and Assassins alike, is closing in on the Witnesses' crew. The Witnesses must evade capture, outsmart the hunter's tactics, and uncover their motivations. In a high-stakes game of cat and mouse, they must protect their pirate comrades and confront the hunter before their ship is destroyed.

4. The Witnesses find themselves entangled in a deadly race against rival pirate crews to locate a fabled treasure buried on a treacherous island. As they navigate dangerous waters and explore hidden caves, they must stay one step ahead to claim the treasure for the Brotherhood to support their war against the slave trade.

5. The Witnesses receive a distress call from a remote Maroon community, a refuge for escaped slaves. The community is threatened by a Templar-led expedition aiming to wipe them out. The Witnesses must rally the Maroons, fortify their defenses, and fight alongside them to fend off the Templar assault, to preserve their freedom and way of life.

SIMULATION SEQUENCE: THE BOARDING OF THE BLACK IVORY

TIME FRAME: Golden Age of Piracy

LOCATION: Caribbean Sea - 1722 CE

STARTING SYNC LEVEL: 40% (4 Key Objectives)

DESCRIPTION: Plowing through Caribbean waters aboard the Jackdaw, Edward and Adéwalé are in pursuit of the Black Ivory, a ship of the Royal African Company. The infamous ship carries hundreds of slaves in its cargo hold. The chase has been going on for hours, and Edward and Adéwalé await the right moment to storm the ship and free its prisoners.

A spray of saltwater fills the air from the Jackdaw's mighty bow as she cuts through the sea, and one of the crew shouts, "With this wind, we should reach them lily-livered scallywags before dawn." The darkness of the night will help with the boarding.

KEY OBJECTIVES

> 1 - BOARDING!

The crew of the *Black Ivory* is prepared to resist boarding, and their captain, Tom Phillips, is on the deck, barking orders. Boarding the ship shouldn't be too difficult.

As the Jackdaw pulls alongside the enemy vessel, the men begin to sing as they get into position for the assault. The pirate song, a hymn of freedom, reaches the ship's holds, and soon, the muffled sound of the voices of dozens of slaves echoes through the Black Ivory. Though superior in number, it is with terror on their faces that the hired men of the Royal African Company draw their rifles and swords.

CHALLENGES

> **Musket Shots.** As the two vessels come alongside, the men of the Royal African Company open fire on the Jackdaw. All the Witnesses on the main deck must make a **Reaction check.**

> **Jump from the Rigging.** A spectacular way to board the enemy ship is to jump holding a line from the *Jackdaw's* masts towards the Black Ivory's main deck.

> **Gangplanks.** As soon as the two ships are abreast, the crew throws out planks connecting the two ships.

WEAKNESSES

> **Ram the Black Ivory (major).** If the Witnesses decide to ram the *Black Ivory* with the Jackdaw, they overcome any Challenge made to complete the ***Boarding!*** Key Objective. However, this damages the *Black Ivory* and from now on any **Approach check** made to maneuver the ship requires 1 additional **Raise**.

> 2 - COMMANDEER THE BLACK IVORY

Once the boarding of the *Black Ivory* has begun, the battle becomes bloody. The ferocity and experience of the pirate crew faces the numerical superiority of the Royal African Company.

> *Suddenly, lights illuminate the dark ocean in the distance. The unmistakable sound of a cannon volley fills the air. Plumes of water from the missed shots splash the deck of both ships. They were damned close, making it immediately clear that a new enemy is closing in!*

The approaching enemy vessel is His Majesty's Hired Vessel Royal Bounty, a British privateer with tremendous firepower. Its captain, "Keelhauling" Jeff, is a Templar who hunts down pirates threatening the British slave trade. Aware of the movements of the Assassin Brotherhood in the Caribbean Sea, he has used the *Black Ivory* as bait in order to eliminate Edward Kenway and Adéwalé once and for all.

The Witnesses must quickly seize the Black Ivory before the guns of the Royal Bounty shred both ships to pieces.

CHALLENGES

- **Revive the Crew Spirit.** After a moment of uncertainty, the fighting resumes. The sound of swords and pistol shots, shouts of encouragement and curses fill the silence of the night again, but a sense of grim fatalism envelops all the combatants. Raising the spirits of the Witnesses' crew requires the Witnesses to make an **Approach check** with 1 **Raise**.

- **Fighting the Mariners.** Despite a shattered morale, the sailors of the *Black Ivory* fight on, as they have little alternative. The Witnesses must make at least 2 separate **Approach checks** to break their spirit. If the ***Revive the Crew Spirit*** Challenge was successfully overcome, any **Approach check** made to complete this Challenge has 1 **Free Raise**.

WEAKNESSES

- **Break the Chains (major).** If the slaves in the hold are freed while the assault on the *Black Ivory* is still underway, the ship's crew will be quickly overwhelmed, leading to their surrender in short order. In this case, the Witnesses achieve the current Key Objective.

> 3 - FACE THE ENGLISH SHIP

Once the Witnesses have taken control of the *Black Ivory*, dealing with the *Royal Bounty* becomes the pressing concern. Using both the *Jackdaw* and the *Black Ivory* it may be possible to deal with the superior firepower of the new threat.

> *You see the* Black Ivory's *captain, Tom Phillips, holding off two pirates with his cutlass and pistol, held in his offhand like a club. You watch him as he begins barking the first few words of what surely would have been a biting challenge before they choke in his throat. Behind him, one of his men hits him on the head with a gaff, knocking him unconscious — the surviving crew members of the* Black Ivory *have had enough of the bloodshed. The battle is over! However, your celebrations are interrupted by yet more cannon shots, fired high, shearing away the* Jackdaw's *nest.*

Special: Until this Key Objective is completed, at the end of each **Approach check,** the Witnesses must make an additional **Reaction check** due to the *Royal Bounty's* superior firepower.

CHALLENGES

> **Take Position.** It is necessary to bring the two ships into a favorable position, for example by flanking the enemy ship and moving out of the line of fire of its cannons. This requires at least 2 separate **Approach checks** with 1 **Raise**.

> **Fire Away!** If both ships are in position, a well-aimed salvo of gunfire from both vessels may prove enough to inflict significant damage to the Royal Bounty. If the previous Challenge was completed successfully, any **Approach check** made to complete this Challenge has 1 **Free Raise**.

WEAKNESSES

> **Eagle Vision (minor).** Thanks to the supernatural capabilities of the Assassins, the Witnesses can anticipate where cannon volleys will hit. If they employ their *Eagle Vision* Skill, the Witnesses can face the ***Take Position*** Challenge with no **Raise**.

> 4 - KILL CAPTAIN "KEELHAULING" JEFF

The Witnesses have reached the enemy ship. It's time to eliminate the Templar threat once and for all.

As the vessels cut through the water and get closer and closer to the enemy ship, you see a glow. For a moment, you wonder what strange new weapon this might be. Has the **Royal Bounty** *caught fire? But no, it's a golden glow enveloping a figure on the English vessel. What if the Templar Captain has got his hands on a Piece of Eden?*

CHALLENGES

> **Jump from the Rigging.** The only way to get aboard the *Royal Bounty* is to jump holding a line from the masts and launch towards the enemy deck.

> **Force Shield.** The shield around Captain Jeff is an Isu marvel. It is seemingly impenetrable, requiring at least 3 separate **Approach checks** with 1 **Raise**.

> **Killing Blow.** Once the force shield is eliminated, it is time to end the Templar.

WEAKNESSES

> **Powder Keg (minor).** Detonating a keg of gunpowder at the right moment can overcome the ***Force Shield*** Challenge.

SETBACKS

FLYING BULLETS (MINOR)

Bullets start flying. The Witness must make a **Reaction check** to avoid being injured.

CANNON BALL! (MAJOR)

A cannon shot impacts in the Witnesses' vicinity, sending splinters flying in all directions. All Witnesses must make a **Reaction check** with 1 **Raise** to avoid being injured.

NOTABLE NPCS

Captain Tom Phillips

Description: Captain Tom Phillips is an old sea dog, capable and charismatic. After a career in the British Navy, he decided to work in the much more lucrative b hauling human flesh. He cares little about the nature of his cargo or the safety of his crew. He only cares about putting aside enough money to live out his old age peacefully. Peacefully and with a lot of gold.

Captain "Keelhauling" Jeff

Description: Lord Jeffrey Bloodworth is an unscrupulous English nobleman with a singleminded interest in hunting piracy to extinction and becoming as beneficial as possible to the Templar cause. He is a decent fencer and compensates for his lack of charisma and leadership with cruelty and ferocity. Captain Jeff is making a name for himself thanks to his habit of keelhauling any prisoner captured.

He recently found a marvelous item among the spoils of a pirate vessel. The treasure was a Ring of Eden, and its protective power helped him defeat any enemy he faced.

▸▸ PIECES OF EDEN

> PIRATE RING OF EDEN

Known Owners: Unknown pirate, Captain "Keelhauling" Jeff

Current Status: Unknown

Crafted by Idun, an esteemed member of the Æsir lineage of the Isu, the Rings of Eden were a revolutionary invention that harnessed the power of electromagnetic fields. These remarkable rings possessed the ability to deflect projectiles with precision while also effectively neutralizing energy-based weapon discharges. However, wearing the Rings did not provide absolute immunity, and the Isu often employed them alongside shielding devices for enhanced protection and defense.

While wearing this ring, you gain the ability to protect yourself with an energy shield.

SECTION 9-0

RATONHNHAKÉ:TON (CONNOR)

"My enemy is a notion, not a nation."

- Ratonhnhaké:ton (Connor)

III

"I humbly share my story, born as the unfortunate offspring of the British Templar Haytham Kenway and Kaniehtí:io, my beloved mother. The burden of this truth weighs heavily on my spirit, for I believe that the Templar Order was directly responsible for my village's destruction, and my mother's demise during the Seven Years' War.

In the turbulent years of my adolescence, destiny set me on a path fraught with challenges. At this time, I chanced upon a cursed relic, a Piece of Eden concealed inside a Crystal Ball. The relic showed me a vision of flying like an eagle, while ominous whispers compelled me to seek a sign. The vision lit my spirit with a sacred fire, binding me to the duty of safeguarding my homeland from the insidious grasp of the Templars.

Fueled by a ferocious thirst for justice, I embarked on a hunt that brought me to meet Achilles, a former chief of the Assassins. I prayed to him to share his wisdom and skills, dreaming of standing against the Templars and fighting for America's liberty and independence. In the year 1770, after harrowing trials and tribulations, I was reborn as the Assassin I was meant to be, embracing a new name — Connor.

Unyielding in my resolve, I fought ceaselessly to reclaim the nascent nation from the Templar's poisoning roots. I joined the American Patriots, seeking to cast off the shackles of the British dictators, and I became an agent of their Revolution. However, the shadows of disillusionment soon fell over my path like tempestuous clouds as I witnessed the cruel, horrific treatment inflicted upon my fellow Natives by those whose freedom I was fighting for. Desperately chasing after my visions of freedom and unity, I even went as far as trying to reconcile myself with my father, the esteemed Grand Master of the Colonial Rite. Yet, the ethical and moral divide between us eventually forced me to use my hidden blade against him.

Thanks also to my efforts, the Revolution granted political rights for men and women, freeing them from the grasp of the Templars. Still, my spirit could not escape the burden of failure, for the marginalized and indigenous communities remained entangled in the oppressive web of inequality. My loyalty to the Creed demanded a bitter toll, where the sacrifice of a worthy few became the price to pay for protecting the many.

In the end, I found relief in the embrace of a woman. Our union became a safe harbor that gave birth to three precious souls. I nurtured the intuitive connection to the land of my youngest daughter, Io:nhiòte, teaching her the ancient ways of tracking and hunting. In the pictographs of my existence, I acknowledge the many limitations and disillusionments that mar my noble intentions, looking forward to those brief moments of contentment that still light a flicker of hope in a world drenched in injustice."

RATONHNHAKÉ:TON (CONNOR)	
DATES:	1756 CE - unknown
LOCATION:	Mohawk Valley, North America
TIME FRAME:	American Revolutionary War
AFFILIATION:	Colonial Brotherhood
KEY ALLIES:	George Washington, Benjamin Franklin, Achilles Davenport, Samuel Adams, Marquis de Lafayette
MAIN OPPONENTS:	Haytham Kenway, Charles Lee

ADVENTURE HOOKS

The following narrative seeds can be used by the Reader to develop Simulation Sequences set in the Time Frame appropriate to Connor:

1. Subjugated by an Apple of Eden, Benjamin Franklin is creating a weapon that could tilt the balance of power of the entire revolution. The Witnesses venture on a scavenger hunt taking them from Boston to New York, deciphering cryptic clues left behind by Franklin's subconscious. As they discover the secret laboratory hidden beneath New York and destroy the weapon, the Witnesses must also free Benjamin Franklin from the Apple's control.

2. In the port of Boston, sailors whisper of a ghost ship haunting the East Coast. The ship is said to be manned by the vengeful spirits of enslaved people who perished during the Middle Passage. The Witnesses set sail on a perilous expedition to find the ghost ship, defying the rumors of a supernatural threat and searching for the truth behind the sinister story.

3. The Witnesses discover that an important heirloom linked to the heritage and traditions of Ratonhakè:ton's tribe has been stolen by a group of French fur traders. Tracking down the traders will plunge the Witnesses into the seedy underbelly of colonial society across the wild frontier, north-west of Fort Duquesne, until they retrieve the stolen relic and restore the tribe's honor.

4. One of the Witnesses' allies finds herself embroiled in a dangerous game of espionage, as she infiltrates both the Templar and British ranks in Philadelphia. The Witnesses must assist their ally in maintaining her secret identity, engaging in an adventure of intrigue and deception.

5. The Colonial Brotherhood informs the Witnesses of a group of loyalists who fled to the northern lands of Canada and are suspected to possess an Apple of Eden. As winter approaches, the Witnesses must reach the frozen territories of Nova Scotia to find the loyalist group in Port Roseway, before they can leave for Britain.

SIMULATION SEQUENCE: THE BATTLE OF THE WABASH

Time Frame: American Revolutionary War

Location: Wabash River, Northwest Territory (Fort Recovery, Ohio) - 1791 CE

Starting Sync Level: 55% (3 Key Objectives)

Description: From the mid-1770s, American settlers began to push into the lands west of the Thirteen Colonies, eager to get their hands on the rich territories of Native Americans, beginning a cycle of violence.

In November 1791, on the eve of the Battle of the Wabash River – an event that will also be remembered in history as St. Clair's Defeat, or the Battle of a Thousand Slain – the leaders of the most prominent Native American tribes of the Northwest Territory gather to organize an attack on General Arthur St. Clair's forces, who have established a camp on a high hill near the headwaters of the Wabash River. Ratonhnhaké:ton (Connor) and the Witnesses arrive up at the longhouse to appease the spirits and obtain permission to go to a parley with the American general to try to avoid bloodshed.

In the longhouse, the crackling of the flames is drowned out by chatter in the diverse languages of the tribes gathered here. As you enter, a breath of icy wind sneaks into the hut with a few flakes of white snow. Many people turn in your direction, some with looks of admiration, others of disdain, and others just curious to know who this young man is that everyone is staring at.

▸▸ KEY OBJECTIVES

> 1 - CONVINCE THE NATIVES TO PARLEY

Almost 10 years have passed since the day Connor killed two Templars — his father, Haytham, and Charles Lee. The fate of the American nation is no longer of interest to the Assassin, who, on the contrary, often questions his previous actions. Connor's goal is to convince the three chiefs in command that a path of peace and coexistence is still possible for the Native Nations and the Americans, and he wants to prevent many brave warriors from dying in vain.

Three chiefs sit in the center of the longhouse: Little Turtle of the Miami, Blue Jacket of the Shawnee, and Buckongahelas of the Lenape. After a long silence filled with inquisitive looks, Little Turtle invites you all to sit and give the speech you clearly came to give.

CHALLENGES

> **Speech For Peace.** To gain permission to visit the enemies' camp and parley with the American General, the Witnesses must convince the chiefs. However, the chiefs have come to battle the American invaders, and changing their minds will be challenging — any **Social** **check** made to convince them may require additional **Raises**, as explained in the descriptions of the following Challenges.

> **Little Turtle's Doubt.** During the speech, Little Turtle declares he knows Ratonhnhaké:ton's mind. He claims that the Assassin's judgment is clouded by an old alliance, perhaps even friendship or admiration for George Washington, a man who is no longer who he once was. Little Turtle insinuates that that man never really existed — if Connor or any other Witness cannot answer back with something convincing, any **Social** **check** made during the ***Speech For Peace*** Challenge requires 1 additional **Raise**.

> **Blue Jacket and Buckongahelas.** Chiefs Blue Jacket and Buckongahelas don't trust Ratonhnhaké:ton's comrades and demand them to talk — if other Witnesses cannot support Connor with something convincing, any **Social** **check** made to overcome the ***Speech For Peace*** Challenge requires 1 additional **Raise**.

WEAKNESSES

> **The Indian Prophecy (minor).** A story tells how, many years ago, George Washington traveled with some soldiers to reclaim the land promised to them by the British government near the Kanawha River in the Ohio territories. There, they met a *sachem* who began to tell the story of how Washington, on the day of the Battle of the Monongahela 15 years earlier, had shot at but was never harmed. Taking this as a sign, the sachem prophesied that Washington would become "the leader of the nations" and that an unborn people would respect him as the father of a mighty empire — if a Witness mentions the Indian Prophecy, any **Social** **check** made during the ***Speech For Peace*** Challenge have 1 **Free Raise**.

> 2 - SURVIVE THE AMBUSH

The Witnesses succeed in convincing the Northwestern Indian Confederacy to parley, they can proceed immediately to the enemy camp to speak with General St. Clair. Unfortunately for them, General St. Clair's men have a Shawnee spy, and welcome the peacemakers with an ambush, surrounding them with drawn bayonets.

You move with peaceful intent towards the hill where the Americans have set camp. Blue coats quickly emerge from the bushes from all directions, surrounding your group. A myriad eyes and rifle barrels point right at you. You must have been betrayed — they knew you were coming. Safe behind his soldiers, General St. Clair addresses you all directly: "I know who you are. I met Connor's father once. It's such a pity he can't see our dream come true because of your stupid Brotherhood, and George." He pauses for effect. "It doesn't matter. Little Turtle's Apple of Eden will be mine in a few hours!" He laughs at the question on your face. "You didn't know, did you? Do not worry, Assassins, I will take good care of it." Laughing, he mounts his white horse. "But first, let's see if it will be of any use to tame these tribes and make them fight for us. It would be a pity to slay them all. You, on the other hand, must die here and now. Soldiers, take aim..." the General abruptly stops his commands as muffled gunshots and screams erupt above the sounds of the rushing water of the Wabash river. Apparently, Little Turtle chose not to wait for your return, and the Natives have attacked the Americans in the middle of their morning meal – the Battle of the Wabash has begun.

"Shoot! Shoot 'em all!" he screams to the soldiers before hurrying for the camp.

CHALLENGES

> **Shoot 'em all!** At the beginning of this Scene, all Witnesses surrounded by St. Clair's soldiers must make a **Reaction check** with 2 Raises.

> **Blue Coats.** Soldiers try to shoot at any Witness that survived the first volley. Others draw their blades and attack them in close combat. Given the high number of soldiers ambushing the Witnesses, any **Action check** made to overcome this Challenge requires 1 **Raise**.

WEAKNESSES

> **Backup (minor).** Even if Connor's plan was approved and he went straight to the American camp, the Witnesses might have decided to split up. If they did, some members followed the group from a distance as a precaution, and now have an opportunity to surprise the soldiers on the river banks. In this case, **Reaction checks** made to overcome the ***Shoot 'em all!*** Challenge require no **Raise**.

> **Blue Jacket and Buckongahelas Scouts (major).** If the Witnesses did not persuade Blue Jacket and Buckongahelas to trust them in the previous Scene, the Chiefs sent a small group of Shawnee and Lenape scouts to keep an eye on them. As soon as the bullets start flying, the scouts come out to attack the soldiers. In this case, all **Approach checks** made to overcome this Key Objective's Challenges have 1 **Free Raise.**

> 3 - RECOVER ST. CLAIR'S RESEARCH

Inside St. Clair's tent, a soldier is gathering the General's personal belongings to take to Fort Jefferson, where he intends to retreat. The battle is not going well for his troops.

You survived the ambush. It's time to address the second part of the plan. The first place to look for information about the Templar's plans must be the General's tent. There, you're faced with a sweaty soldier hurriedly stuffing the General's papers, notes, and personal effects into a leather bag. A couple of papers show sketches of an Apple of Eden. Outside, cries of alarm suggest that the American soldiers are completely surrounded.

CHALLENGES

> **Interrogating the Soldier.** If the Witnesses are quick enough, they can capture the soldier and interrogate him about St. Clair's plans and movements. The subordinate can reveal St. Clair is retreating to Fort Jefferson. The documents in the bag also present information about Little Turtle's Apple of Eden and rumors about a secret vault in the Prophetstown area.

> **Following the Soldier.** If the Witnesses are stealthy enough, they can follow the soldier instead of interrogating him – but watch as he is killed by an arrow or a bullet. Searching the documents now scattered in the snow around the fallen bag, the Witnesses discover St. Clair is headed for Fort Jefferson. The documents also present information about Little Turtle's Apple of Eden and rumors about a secret vault in the Prophetstown area.

> **Panicking Soldiers.** The battle brings fear and chaos in the camp. American soldiers are shooting wildly at anyone not wearing a uniform. Whenever the Witnesses move without being stealthy, they must make a **Reaction check.**

> **Major General Richard Butler.** The commander of the levy regiment has been tasked with covering St. Clair's retreat. Having identified and recognized Connor and his allies, he leads a cavalry charge against them.

WEAKNESSES

> **Chaos Reigns (minor).** The Witnesses can take advantage of the confusion caused by the native attack. **Stealth checks** made to move through the camp enjoy 1 **Free Raise**.

> **Blue Coats (minor).** The Witnesses can steal uniforms from hastily abandoned tents or fallen soldiers to blend in with the American forces. In this case, they overcome the ***Panicking Soldiers*** Challenge.

SETBACKS

AN INNOCENT IS KILLED (MINOR).
Numerous camp followers crowd the American detachment, including women and children. If a number of innocents equal to the number of Witnesses are killed, the Witnesses lose 1 **Sync level**.

FLYING SHOTS (MINOR)
Bullets and arrows start flying. The Witness must make a **Reaction check** to avoid being injured.

MISTAKEN IDENTITY (MINOR)
If the Witnesses are disguised as American soldiers, they risk being attacked once the Natives enter the camp. The Witnesses must make a **Reaction check**.

NOTABLE NPCS

Little Turtle

Description: Sagamore Little Turtle (Mihšihkinaahkwa), Chief of the Miami people in the Northwest Territory, is one of the most famous Native American military leaders. In the 1790s, he led a confederation of Native warriors to several significant victories against the American military forces in the so-called Northwest Indian Wars, most notably "St. Clair's Defeat" in 1791.

Blue Jacket

Description: Predecessor of the famous Shawnee leader Tecumseh and war chief of the Shawnee people, Blue Jacket (Weyapiersenwah) is known as the fierce protector of the Shawnee settlements in the Northwest Territory.

Buckongahelas

Description: Preeminent Lenape chief, councilor, and combatant, Buckongahelas has fought in the Northwest Territory since the days of the Seven Years' War in 1754, and later took part in the Battle of the Wabash with the allied chiefs Little Turtle and Blue Jacket.

Arthur St. Clair

Description: Scottish-American soldier and politician, St. Clair formerly served in the British Army during the French and Indian War (Seven Years' War). During the American Revolutionary War, he became major general of the Continental Army and later served as President of the Continental Congress, before becoming governor of the Northwest Territory in 1788. In 1791, during the attempt to conquer the Northwest Territory, St. Clair and his American forces faced the worst defeat ever recorded at the hands of the Native Americans in the battle that later became known as "St. Clair's Defeat", in which he lost almost a thousand men.

▸▸ PIECES OF EDEN

> MIHŠIHKINAAHKWA'S APPLE OF EDEN

Known Owners: Little Turtle (Mihšihkinaahkwa)

Current Status: Unknown

This Apple of Eden only acts as an element of contention between the Natives and General St. Clair and is not expected to end up in the hands of the Witnesses during this Sequence. For this reason, the Reader can freely decide which Apple of Eden to assign to Little Turtle, choosing one among those presented in other Sequences of this book, or in the *Assassin's Creed - Animus Handbook*.

SECTION 10-D

ARNO DORIAN

"All that we do, all that we are, begins and ends with ourselves."

- Arno Dorian

"I, Arno Victor Dorian, will recount the tumultuous tale of my life. The son of an Assassin, I was born into a world of intrigue and shadows. I was raised by my father Charles in Versailles, as my mother Marie left us upon discovering his clandestine activities, until the fateful day when he was killed, his life cruelly taken by the hand of a Templar, Shay Cormac.

I was then adopted by a Templar Grand Master, Francois de la Serre, and my upbringing brought me close to his daughter Élise, a connection destined to blossom into a secret love as we matured into adulthood. But fate had a treacherous design for us both.

In the year 1789 I languished within the confines of the Bastille, falsely accused of my adoptive father's murder. There, the veils of deception began to unravel when I met Pierre Bellec, a Master Assassin, who revealed the truth of my ancestral Assassin heritage. Under his guidance, I honed my skills, preparing to avenge my biological and adoptive fathers' deaths.

Emerging from the darkness of the Bastille, I embraced the mantle of the Brotherhood, my purpose infused with righteous fury. Though Élise was a member of the Templar Order, she perceived the dangers lurking within its ranks, and she joined forces with me to expose those who manipulated the turbulent tides of the French Revolution for nefarious gains.

Eventually, a series of unfortunate events led to the demise of the Parisian Brotherhood Mentor, Honoré Mirabeau, killed by Bellec. This thrust me into a harrowing duel with my former teacher — I emerged victorious from that clash, but carrying a heavy burden.

The Brotherhood exiled me, deeming my actions to be part of a personal vendetta. Yet, fate guided my steps back towards Élise's side. Together, we unraveled the machinations of the new Templar Grand Master, François-Thomas Germain. We faced him beneath the hallowed grounds of the Parisian Temple, where both Germain and my beloved Élise met their end.

Consumed by grief, I abandoned the Assassin's path, seeking peace in solitude. However, the relentless tide of revolutionary France refused to release its grip upon me. Compelled to action, I intervened, thwarting Napoleon Bonaparte's insidious schemes to unearth a hidden Precursor Temple beneath the Basilica of Saint-Denis and seize the Apple of Eden concealed within.

Guided by Élise's poignant final wish, I devoted myself to bridging the chasm that divided the Templar and Assassin factions. In honor of her memory, I pledged to forge a path of unity. May my actions serve as a beacon of hope, illuminating a future where the clash of blades is replaced by a shared purpose."

ARNO DORIAN	
DATES:	1768 CE - unknown
LOCATION:	France
TIME FRAME:	French Revolution
AFFILIATION:	Parisian Brotherhood
KEY ALLIES:	Elise de la Serre, Honoré Mirabeau
MAIN OPPONENTS:	François-Thomas Germain, Pierre Bellec, Robespierre

ADVENTURE HOOKS

The following narrative seeds can be used by the Reader to develop Simulation Sequences set in the Time Frame appropriate to Arno Dorian:

1. A hidden chamber containing a Precursor artifact is uncovered in the catacombs of Paris. The Witnesses must descend into the gloomy catacombs, outsmart the Templars also aware of its existence, and prevent the artifact from falling into the wrong hands.

2. One of the wealthiest families is hosting a masquerade ball, purportedly to act as a meeting ground for influential Templars. The Witnesses must infiltrate the event, gather intelligence, and expose the Templars' plans while maintaining their cover amidst the opulence and intrigue of Parisienne high society.

3. A mysterious epidemic sweeps through Paris, and the Witnesses must investigate its causes. As they proceed with their mission, they make a shocking discovery: the epidemic is not the work of the Templar Order, as they suspected, but rather a sinister collaboration between a rogue faction within the Assassins and the Instruments of the First Will. The Witnesses must uncover the truth behind this unexpected alliance and put an end to their deadly scheme.

4. Pauline de Lézardière, a renowned historian, has uncovered a secret manuscript containing valuable information about ancient artifacts stolen during the Viking invasions of Paris. This discovery has attracted the attention of the Templar Order. The Witnesses must protect Pauline from the pursuing Templars, decipher the hidden messages within the manuscript, and use the knowledge gained to cripple the Order.

5. A trusted member of the Assassin Brotherhood has been captured by the Templars, and the Witnesses receive a desperate plea for help. Determined to save their comrade, they launch a daring rescue mission, only to discover that it was an elaborate trap, meticulously orchestrated by the Templars to catch the Witnesses. Now ensnared in the Templar web, the Witnesses must use their cunning, skills, and resourcefulness to escape their captors and turn the tables.

SIMULATION SEQUENCE: THE LOST JEWEL

TIME FRAME: French Revolution

LOCATION: Paris, France - 1792 CE

STARTING SYNC LEVEL: 70% (2 Key Objectives)

DESCRIPTION: During the early stages of the Reign of Terror, while king Louis XVI and his family are held captive in the Square du Temple, a remarkable robbery takes place when the Hôtel du Garde-Meuble de la Couronne (the Royal Storehouse) is burgled by a gang of thieves. The thieves manage to steal most of the Crown Jewels in one of the largest thefts ever recorded, and in the following days, they organize a clandestine auction to resell their ill-gotten gains to the highest bidder.

Among the crown jewels stolen is a Piece of Eden, the Hope Diamond. The gem in question has extraordinary beauty and dimensions, but these peculiarities are obscured by a curse that afflicts its owners. Legend has it that whoever wears it eventually meets an unpleasant end. Through an informant, the Assassins have learned of the auction and of the Templar's interest in certain lots. They cannot let the Piece of Eden end up in Templar hands.

The mud squelches under your boots as you enter the slums of southern Paris. The silence is broken by barking dogs and the slurred cries of some drunk dragging his sodden form off to a gutter to sleep. Among these gloomy alleys, the revolutionary uprisings of the city seem to belong to another nation.

The hustle and bustle echoing around the corner signals that you have reached your destination, La Limace Noir, a popular dance hall. According to an informant, a clandestine auction is being held in the cellar of the crowded guinguette, and the Hope Diamond, a Piece of Eden with unknown powers, is up for sale. You must recover the diamond and keep it out of the greedy clutches of the Templar.

KEY OBJECTIVES

> 1 - JOIN THE AUCTION AT LA LIMACE NOIR

To access the cellars beneath La Limace Noir, the Witnesses might try several different approaches. At the main entrance of the guinguette, patrons are chatting and drinking, unaware of the shady activities that are unfolding below. The cellars have two entrances. The first entrance is accessible directly from the main hall, in plain sight and heavily guarded. The second is hidden in a drainage tunnel opening on the banks of the Seine, known only to Jean Le Chien, manager of La Limace Noir and organizer of the auction. Four guards stand watch.

CHALLENGES

> **Fake it Til You Make It.** The Witnesses might trick the doorman at the entrance, convincing them that the Witnesses have every right to be at the auction. Any **Approach check** made requires 1 **Raise**.

> **Yes, I Know Them!** The Witnesses might also locate someone in possession of a proper invitation to the auction and persuade them to vouch for them.

> **Stealth Your Way In.** A final possibility is to sneak inside unseen via the second entrance. It is imperative to distract the four thugs guarding the entrance. Any **Approach check** made to overcome this Challenge requires 2 **Raises**.

WEAKNESSES

> **I'm With the Brotherhood (major).** Secret as it is, in some circles the Assassin Brotherhood is a name whispered with awe and respect. Identifying themselves brazenly as members of the Brotherhood is a decidedly risky move, but it may work. However, Templars also are present at the event, and the fact that one or more Assassins are openly participating in the auction would immediately alert them. In this case, the Witnesses trigger the ***We Were Waiting for You*** Setback automatically.

> 2 - STEAL THE PIECE OF EDEN

At the end of the auction, all the precious items are placed inside a wooden crate located in a strongroom at the back of the cellars, until payment is made. Since the Assassin Brotherhood cannot afford to pay for the Hope Diamond, the Witnesses must find another way to obtain the jewel.

CHALLENGES

> **Jean Le Chien.** Many eyes are focused on the cellars tonight, and remaining unnoticed is even more difficult than entering. Jean Le Chien is keen to get to know each person inside his lair, especially those new to him.

> **Guards.** 4 thugs guard the entrance to the strongroom. They received specific and thorough orders: "No one is allowed to enter here". Any **Social check** made to overcome this Challenge requires 2 **Raises**.

> **Templars.** The biggest threat is represented by the Templars led by Justine Delarue. 4 Templars accompany Justine inside the cellars, while an equal number wait outside. Should the Witnesses face them openly, they automatically trigger the ***We Were Waiting for You*** Setback.

WEAKNESSES

> **Fire up! (minor).** Using candles and oil lamps for lighting in the cellar creates a highly hazardous situation in the event of a fire. The cellar's natural dampness would swiftly lead to the space being inundated with smoke, severely limiting visibility and making breathing difficult. This would undoubtedly lead to widespread confusion. Consequently, concealing tracks and hiding within the cellars becomes relatively easy. On the other hand, all **Wits checks** require 1 additional **Raise**.

SETBACKS

AN INNOCENT IS KILLED (MINOR)

One of the guests or servants are killed. If a number of innocents equal to the number of Witnesses are killed, the Witnesses lose 1 **Sync level.**

LET'S GET THE PARTY STARTED (MAJOR)

The Witnesses have been discovered, and now Jean Le Chien's thugs are onto them. For the rest of the Sequence, at the end of an **Approach check,** the Witnesses must make an additional **Reaction check** to avoid the attacks of Jean Le Chien's thugs.

WE WERE WAITING FOR YOU (MAJOR)

If this Setback is triggered, one of the following Challenges can be used during any Key Objective completion in this Sequence:

- **Templar Warriors.** A few armed Templars join in with the intent to eliminate the Assassins and their allies.

- **Justine Delarue.** The Templar Knight Justine is a skilled fighter, and she has trained all her life to fight against the Brotherhood. This Challenge requires at least 2 separate **Approach checks** with 1 **Raise** in order to be overcome.

NOTABLE NPCS

Jean Le Chien

Description: A man of many talents, Jean has built a reputation as a reliable person within the Parisian criminal underworld. Expert in smuggling, fencing, and the occasional burglary, he runs a guinguette called La Limace Noir as a front for his illicit activities.

Templar Knight Justine Delarue

Description: The youngest daughter of a disgraced French nobleman, Justine was adopted at a young age by a Master Templar who shaped her into a hammer ready to crush the Assassins. Trained to anticipate the Brotherhood's techniques and skilled at exploiting its weaknesses, she never hesitates. She is a fearsome foe for any Assassin.

▸▸ PIECES OF EDEN

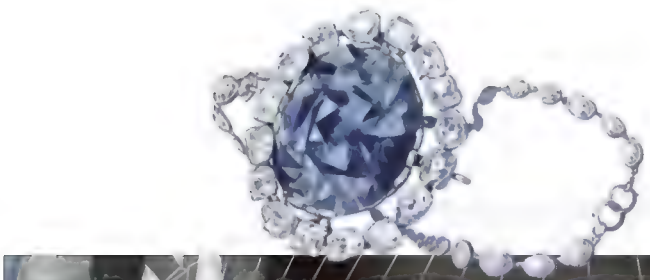
> HOPE DIAMOND

Known Owners: Jean-Baptiste Tavernier, Louis XIV, Louis XVI, Marie Antoniette, Jean Le Chien

Current Status: Unknown

The history of this massive diamond is surrounded in mystery. The first known buyer was Jean-Baptiste Tavernier. The stone, also called French Blue (Le bleu de France), was sold to King Louis XIV of France in 1668. In 1792, during the French Revolution, the Hope Diamond was stolen from the royal treasury, alongside the other French Crown Jewels.

This Piece of Eden possesses unknown powers and abilities but is said to carry a curse, leading to an early, violent death for anyone wearing it.



Queen Victoria: *You have honoured us with your loyalty and courage. Long may we strengthen the Empire together.*

Jacob Frye: *Your Majesty, We will always work to ensure the safety of the people.*

Evie Frye: *But with the greatest respect, our philosophy forbids us from assisting with the expansion of the Empire. Perhaps, ma'am, you could consider putting an end to your imperialist desires?*

JACOB & EVIE FRYE

"Let me tell ya a story 'bout the blood that runs through our veins, the Frye twins, Jacob and Evie, born of Assassin lineage. We were raised in the bosom of the Brotherhood, molded by our old man's wisdom, layin' the groundwork for what was to come.

Now, my dear brother Jacob, he was always one to buck the system. Our paths diverged on how we approached the "Assassin game". Me, Evie, I valued knowledge and stayin' hidden, seein' those Pieces of Eden as the key to everythin'. The fate of the world depended on 'em, in my eyes. Jacob, though, was impulsive, and couldn't resist divin' headfirst into danger, not a thought for the consequences.

But despite our differences, it was like a bloody orchestra when we worked together. We complemented each other's strengths and made up for the other's weaknesses. And that's when the Frye twins became a force to be reckoned with, a sight that struck fear deep into our enemies' hearts.

Our tale is woven into the fabric of the Brotherhood. We carved our way through history, hell-bent on seekin' justice, freein' mankind from the Templars' iron grip. Remember, the Frye twins' bravery will forever be a light in the darkness, provin' that even the oppressed can rise against their oppressors!"

"Now, gather 'round, listen up! It's Jacob speakin' here, spillin' the beans 'bout our adventures. Evie and I said sod it to our mentor's advice and set up shop in the grand ol' city of London, ready to give those Templar bastards a good thrashin'.

We teamed up with a bloke named Henry Green, a true Assassin, and we had our own little mission goin'. Our plan? Stick it to the Templar-backed Blighters and rid the city of their filth.

That's when the real fun began. We formed the Rooks, a gang of fierce fighters ready to shank the Templars and their cronies. Yours truly, Jacob Frye, led the charge, bashin' heads, and takin' names. We fought for justice, breakin' the chains of the poor sods workin' in factories, treated like dirt. We made 'em reckon with the power of the people.

While I was raisin' hell, Evie, the clever one, had her sights on them Pieces of Eden. She was all in to keep the Templars from gettin' their grubby hands on that Shroud of Eden, a powerful artifact they were itchin' for.

But here's the kicker, mates. Even with our different approaches and personal missions, the Frye twins left a mark on history. We set London on fire, liberatin' the city from a century of Templar tyranny. We even saved the bloody Queen, herself. The Crown couldn't ignore our dash an' derring-do, and knighted us for it. The British Brotherhood rose to new heights, all thanks to us.

Evie, always wanderin' like a restless soul, buggered off to India after tyin' the knot with Henry Green. She got mixed up with the Indian Brotherhood, fightin' the good fight over there. But she couldn't resist a return to London in 1872. Her and Henry tried to help this bloke Abberline, tryin' to stop some Templar scumbag from nickin' pages outta the Voynich manuscript in the British Museum. Didn't quite succeed, but it didn't stop 'em from headin' back to India, trainin' British Assassins and teachin' 'em every trick from the Indian Brotherhood.

So there ya have it, mates. The epic tale of the Frye twins, kickin' arse, makin' history, and turnin' the tide against them Templar wankers. We're legends, and ain't nobody takin' that away from us."

JACOB & EVIE FRYE	
DATES:	1847 CE - unknown
LOCATION:	London, England
TIME FRAME:	Industrial Revolution
AFFILIATION:	British Brotherhood
KEY ALLIES:	Henry Green (Jayadeep Mir), Alexander Graham Bell, Frederick Abberline
MAIN OPPONENTS:	Crawford Starrick, Lucy Thorne

ADVENTURE HOOKS

The following narrative seeds can be used by the Reader to develop Simulation Sequences set in the Time Frame appropriate to Jacob and Evie Frye:

1. A new secret society known as the "Enlightened Circle" threatens to reshape London's power dynamics. The Witnesses are hired by a wealthy benefactor to investigate the society's activities, infiltrate their ranks, and dismantle their operations before they gain too much influence.

2. A notorious gang leader has risen to power in the East End, and the Brotherhood suspects he has been maneuvered into position by the Templars to be their pawn in the slums. The Witnesses are tasked with infiltrating his gang, gaining the leader's trust, and eventually bringing him down once they've learnt the identity of his Templar connection.

3. David Hughes, an established scientist, has just returned from America with a revolutionary device that could have potentially devastating consequences were it to fall into the wrong hands. The Witnesses must retrieve the device and safeguard it from Templar agents.

4. A mysterious ancient artifact has been exhibited at the British Museum, attracting the attention of both the Brotherhood and the Templars. The Witnesses must swap the artifact for a counterfeit copy to fool the Templars and hide the real artifact in a secret location.

5. A renowned detective has gone missing while investigating a series of occult rituals taking place in the darkest corners of the city. The Witnesses are hired by his concerned wife to unravel the mystery, uncover the truth behind the rituals, and rescue the detective from the clutches of a malevolent cult inspired by a perverted version of the Calves' Head Club secret society.

SIMULATION SEQUENCE: ALICE'S RETURN

Time Frame: Industrial Revolution

Location: City of London, England - 1869 CE

Starting Sync Level: 70% (2 Key Objectives)

Description: Jacob and Evie once discovered an underground chamber in a former bank vault, set up by three Assassins: Michel Reuge, Lavinia, and Alice. The chamber was used to store a sealed Isu sarcophagus containing the Aegis, ancient armor that supposedly belonged to the Isu Minerva. The keys required to open the sarcophagus were found in a series of music boxes scattered around London, as well as parts of a diary compiled by Michel Reuge. They discovered Alice's obsession with opening the sarcophagus eventually led her to betray her companions to the Templars.

About a year after discovering the chamber, the Witnesses are contacted by Evie and Jacob's collaborator, Chief Inspector Frederick Abberline of the London Metropolitan Police, about a bomb that has gone off in Southwark. From eyewitness accounts, they learn that the bomb was a small box that, once opened, played a melody before exploding. This detail immediately reminds the siblings of the music boxes they found in the past. Suspecting the involvement of the Templars, they return to the chamber.

Special. By the time of this memory fragment, the Frye twins were able to open the Isu vault, thus Evie has the Aegis of Minerva and can use it.

KEY OBJECTIVES

> 1 - DANGEROUS TUNNELS

The Witnesses must enter the vault and investigate.

As soon as you reach Reuge's underground vault, you immediately realize that something is wrong. Someone is down there. The sound of a melody echoes through the tunnels.

CHALLENGES

> **Boobytraps.** While navigating the tunnels a **Wits** **check** is required to avoid Alice's explosive traps. On a failure, all Witnesses must make a **Reaction** **check**.

> **Collapsed Tunnel.** The main tunnel leading to the chamber has been partially blocked by debris caused by a collapse. The Witnesses need to climb through a very tight passage to avoid the debris.

WEAKNESSES

> **Controlled Explosion (minor).** With the use of a disarmed boobytrap, it is possible to clear the debris partially blocking the passage. In this case, the Witnesses overcome the ***Collapsed Tunnel*** Challenge.

> 2 - KILL ALICE

Once the Witnesses enter the underground chamber, they find Alice there, driven mad by her obsession with the sarcophagus.

The vault is filled with thick, white smoke, and a discordant tune echoes loudly throughout the chamber. A female voice hums along to the melody, unmistakably that of Alice. The smoke hides her from your view, and you hear the tinkling sound of something metallic clattering on the floor.

Special. Visibility and hearing are severely hindered. Until this Key Objective is completed, any **Approach check** made requires 1 **Raise**.

CHALLENGES

> **Caltrops.** Alice has littered the floor with small, sharp spikes. Moving in poor visibility can be very dangerous. If a Witness fails this Challenge, they trigger the ***Hinder*** Setback automatically.

> **Sharp Blades.** After the explosions, Alice charges the Witnesses brandishing knives.

> **Killing Blow.** Alice won't relent until she gets what she's looking for.

WEAKNESSES

> **Eagle Vision (minor).** Using the *Eagle Vision* Skill allows a Witness to see precisely where Alice is, canceling any **Raise** required due to poor visibility and hearing. It also overcomes the ***Caltrops*** Challenge.

If Alice is defeated, read the following:

Struck by a lethal blow, Alice finally collapses on the ground, dying. She finds the strength to utter her last words, directed to someone who is not there: "See, Michel? I told you it could be done, the puzzle could be solved. I could solve it. If only you gave me the time I needed then..."

SETBACKS

UNHEALTHY AIR (MINOR)

Strange fumes and dust thrown up by recent collapses have polluted the air, making it difficult to breathe.

HINDER (MAJOR)

For the rest of the Sequence, all **Action** and **Stealth** **checks** made by the Witnesses who triggered this Setback require 1 additional **Raise**.

NOTABLE NPCS

Alice

Description: Alice was a member of the Assassin Brotherhood. She discovered a sealed sarcophagus near Bath along with Lavinia and Michel Reuge, and became obsessed with opening it. The obsession was such that she betrayed her companions in favor of the Templars, who imprisoned and tortured her instead. Wholly consumed by her madness, Alice continued to hum the melodies produced by the music boxes she knew were the key to open the sarcophagus.

Alice has escaped captivity and although more than twenty years have passed, her obsession has not abated, and she immediately hatches a plan to return to the vault.

PIECES OF EDEN

> AEGIS OF MINERVA

KNOWN OWNERS: Minerva, Evie Frye

CURRENT STATUS: Unknown

> *As the ancient tales go, the Aegis was said to have been worn in battle by the Isu Minerva herself. Many millennia passed, the skilled Assassin Michel Reuge discovered the elusive Aegis in the vicinity of Bath, England. Recognizing its significance, he stashed the artifact in an abandoned bank vault beneath London.*

While wearing this armor, when you make a **Stealth check,** you have 1 **Free Raise**.

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